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NINTENDO GAMECUBE™






SUPER SMASH BROS.™

Melee








Nintendo's Best in 4-Player Action!

THE OFFICIAL Nintendo® PLAYER'S GUIDE

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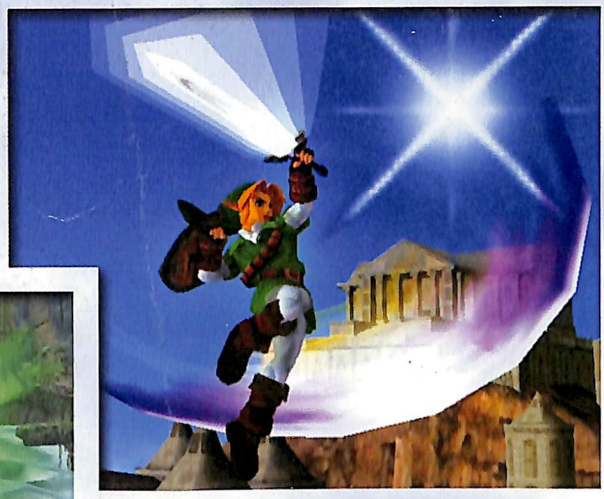
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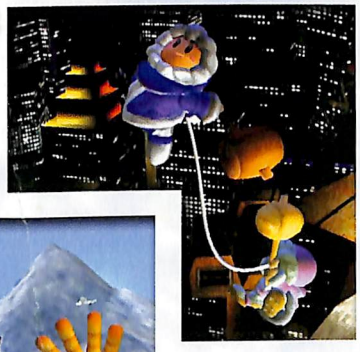
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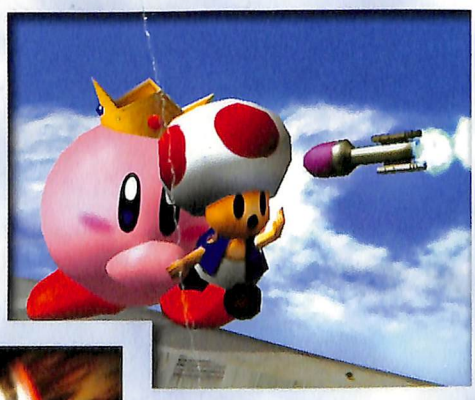












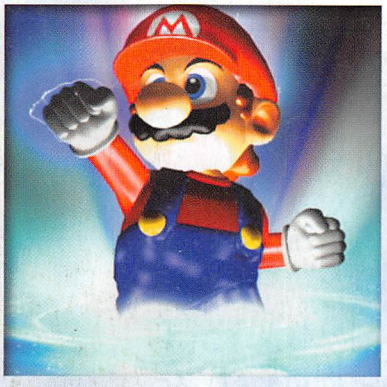


SUPER SMASH BROS.™ Melee

OFFICIAL NINTENDO PLAYER'S GUIDE

LET'S BRAWL, Y'ALL!

Nintendo's many mascots are mauling each other in Super Smash Bros. Melee, the frenzied, funny fighter for the Nintendo GameCube. Make the most of Mario's muscle, Bowser's brawn and Peach's prowess with the bruisin' battle basics, many mascot moves and super secrets you'll find in the only player's guide from the pros at Nintendo Power!



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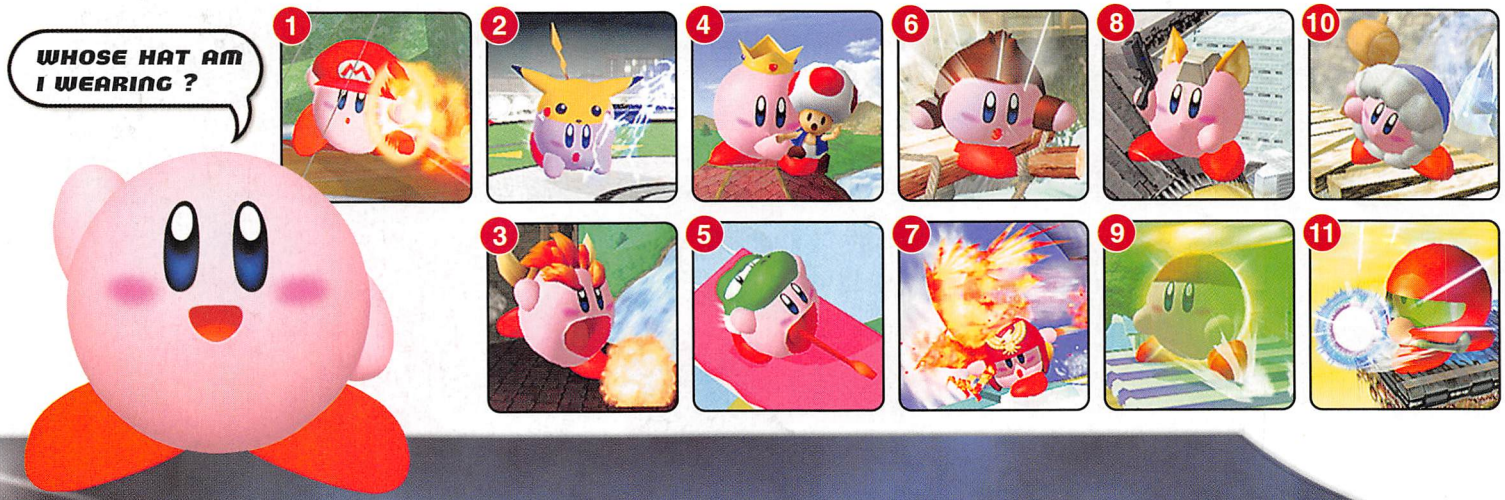
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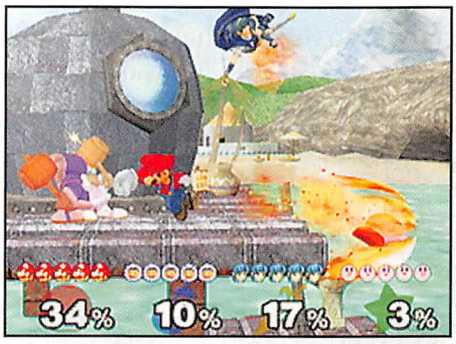
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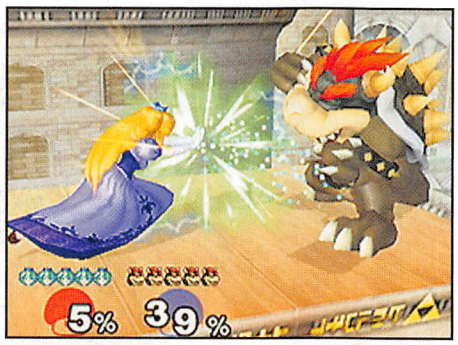
HOW TO PLAY MELEE

The basic premise of Super Smash Bros. Melee is to attack your opponents and increase their damage percentage until they're damaged enough for you to knock them off the screen.



A ATTACK AND AVOID!

Your job is to attack the other players to raise their damage percentage while trying to keep your damage percentage low. Each player's stock (number of chances) and damage percentage are shown along the bottom of the screen. Generally speaking, you must defeat all the other players before they can defeat you.



B WHEN THE DAMAGE IS HIGH . . .

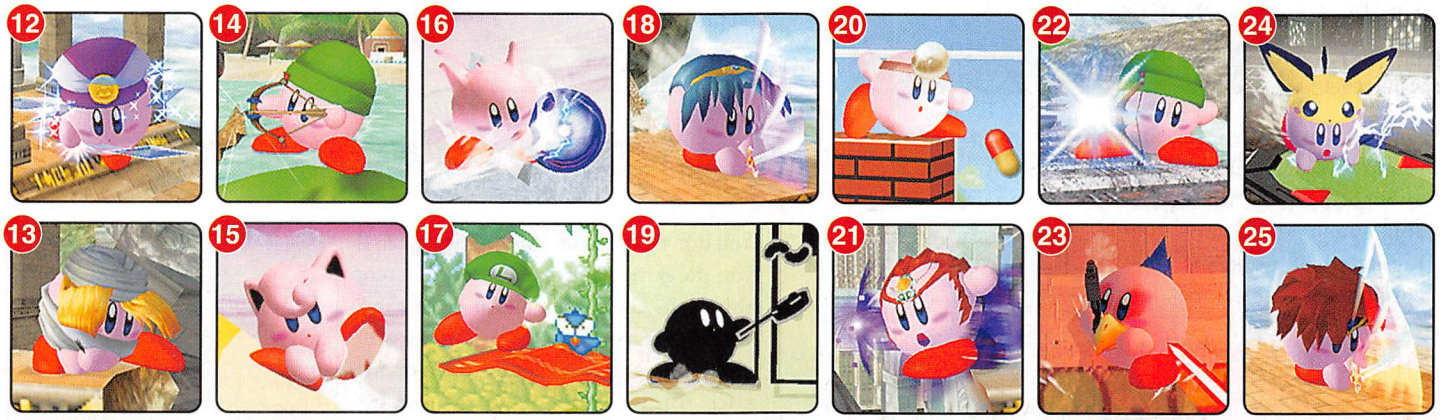
Once you've raised your opponents' damage levels considerably, they are far more vulnerable to attacks. The damage level at which a character is considered vulnerable varies, depending on the weight of the character.



C KNOCK THEM OFF!

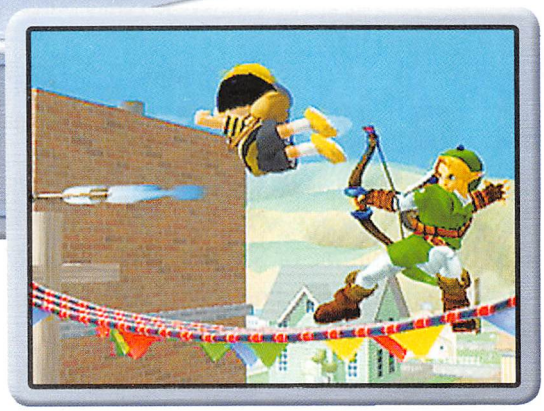
Once your opponent is vulnerable, you can use one of your stronger attacks—in this case, Peach's Smash plus A move—to send your opponent flying off the stage. If your opponent isn't very damaged, he or she can jump back to the stage. That's why it's important to raise the damage level before you hit your foe off.





1: Mario 2: Pikachu 3: Bowser 4: Peach 5: Yoshi 6: DK 7: Captain Falcon 8: Fox 9: Ness 10: Ice Climbers 11: Samus 12: Zelda 13: Sheik 14: Link 15: Jigglypuff 16: Mewtwo 17: Luigi 18 : Marth 19: Mr. Game & Watch 20: Dr. Mario 21: Ganondorf 22: Young Link 23: Falco 24: Pichu 25: Roy

BASIC MOVES



The moves in Super Smash Bros. Melee are easy to execute. The challenge is to know which move to use in any situation. All characters use the same series of button combos, but their attacks vary.





PAUSE THE GAME

TAUNT

Use the taunt to show off a little, to provoke your enemies or to celebrate a good move. You're vulnerable when you taunt.



MOVE THE CHARACTERS

See the detailed info on page 6

You can gently push the Control Stick in a direction, or tap it harder (Smash) for more force. If you push or Smash Up on the Control Stick, you'll jump. If you push Left or Right, you'll walk. If you Smash Left or Right, you'll dash. Push or Smash Down to duck.



THE USEFUL C STICK

You don't have to use the C Stick at all. If you do, remember that it does different things in different modes. In the 1-P Mode, you can zoom in or out on your character by pressing Up or Down on the stick. In Vs. Mode, you can execute uncharged A Button moves with it.



USE SHIELD / GRAB AN OPPONENT + A

See the detailed info on pages 8 and 9

The L and R Buttons activate your shield. Use L or R plus A to pick up an opponent. Once you've grabbed an opponent, throw him or her with the Control Stick.

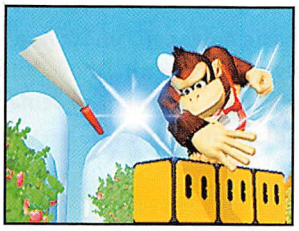






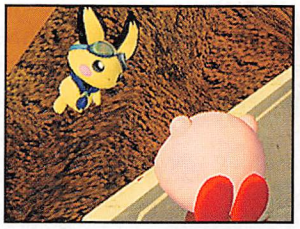
SAME AS L OR R

The Z Button will try to grab an opponent, just as L or R plus A does. If there is no opponent to grab, your character will grope around a bit, then his or her shield will turn on.



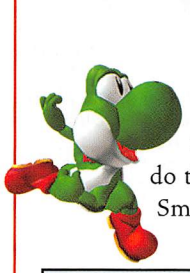
JUMP

If you prefer, you can use the X or Y Button to jump instead of using the Control Stick for the action. Do whichever is easier for you.

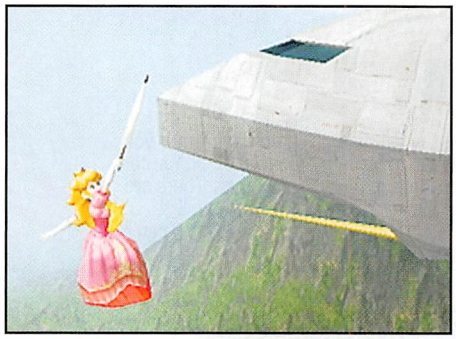


B SPECIAL MOVES

See the detailed info on page 8



Use the B Button for your character's Special Moves, which usually reflect the character's history. Press the B Button to do a basic Special Move. Add a direction on the Control Stick to the B Button to do three more Special Moves. Some characters have Smash plus B moves you can charge.



The Up plus B move is also used by most characters as their third jump, or recovery move.

A NORMAL ATTACKS

See the detailed info on page 7

Use the A Button for a simple attack. Push a direction on the Control Stick plus A to launch different attacks. Most A Button attacks can be Smash attacks in any direction, and you can charge the Smash attacks to do even more damage. Many characters also have a special version of the basic A Button attack. Press A repeatedly and rapidly to unleash many quick hits in a row.



Marth's A Button attack sends Bowser flying into the air.

CHARACTER CONTROL

TWO WAYS TO USE THE CONTROL STICK

Normally, you will press the Control Stick slowly and steadily in a direction. But sometimes, you'll want to tap the Control Stick with more force, which we call "Smash." With the Smash action, you can power up your attacks and deal more damage. We've used two different colors on the arrows that represent directional moves. Yellow means to move lightly in a direction, while red means to Smash the Control Stick in that direction.

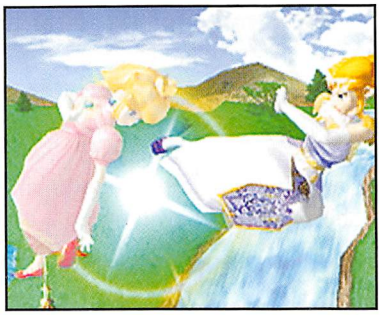


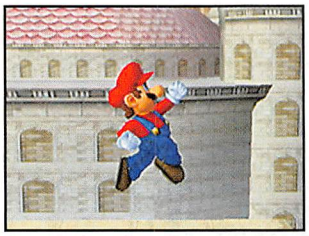
Press the Stick normally

Smash the Stick

PERFECT CONTROL

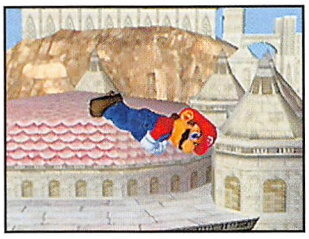
The most important thing to learn when you're starting to play Super Smash Bros. Melee is your character's movements. Practice with the Control Stick to learn the basic moves. To understand the info below, start reading at the Mario in the middle-left who is simply standing still. Above him are his jumps, to the right are his running moves, and below are his low moves. You want to remain in complete control of your character at all times, if only to avoid your opponent's attacks!





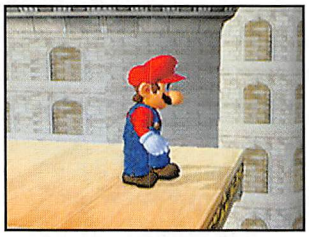
, OR

Press (or Smash) Up on the Control Stick or press the X or Y Button to jump up. You can add direction to your jump with the Control Stick as well.

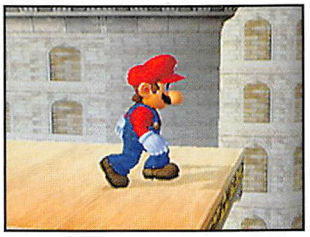


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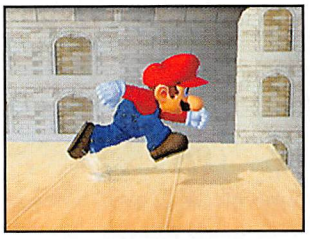
Perform a double jump by pressing Up on the Control Stick a second time or the X or Y Button a second time when you reach the apex of your first jump.



Your character will stand in place if you don't push any buttons.



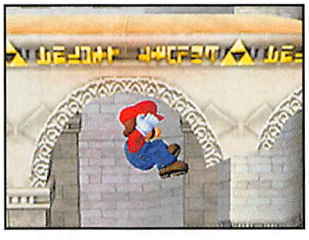
Press the Control Stick Left or Right to walk in that direction.



Smash the Control Stick to dash. If you continue to push far Right or Left on the Control Stick after starting with a dash, you'll run across the playing field.



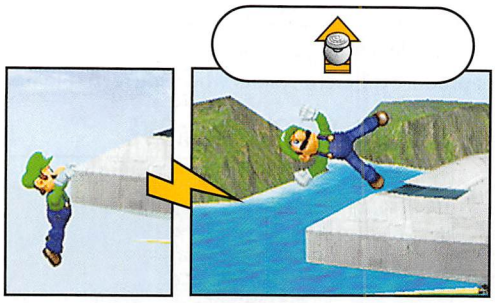
Press Down on the Control Stick to squat. You can duck some weapons and attacks.



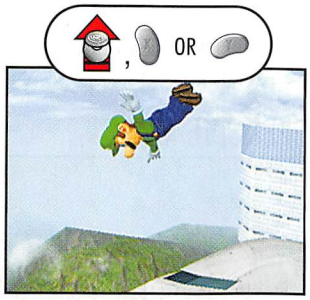
You can fall through some platforms if you Smash Down on the Control Stick. You can also jump up through platforms. There are some platforms you can neither fall or jump through, and others you simply can't fall through.

CLIFF CLIMBING

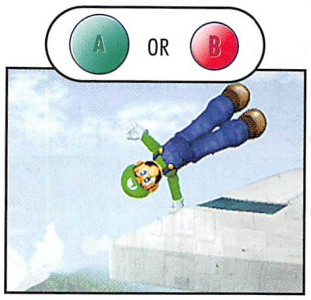
When you find yourself dangling from a ledge, you must pull yourself up, or you'll slip. There are several ways to get back up to the playing field. Choose the one that best suits your situation.



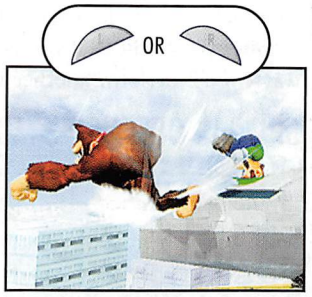
Press Up on the Control Stick if no one is in the area and it's safe to return topside.



If you need to clear an enemy on the edge or want to go higher, Smash Up or use X or Y.



Use A or B to attack as you return to the level. It will not be your regular A or B attack.



Use L or R to return topside and dodge an enemy or attack.

NORMAL ATTACKS

ATTACK BOTH ON THE GROUND AND IN MIDAIR

Weak Attack
(Hit rapidly to make a continuous weak attack)

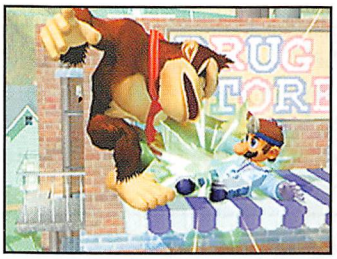
+ Strong attack in a direction

+ Smash attack in a direction
(can't be used in midair)

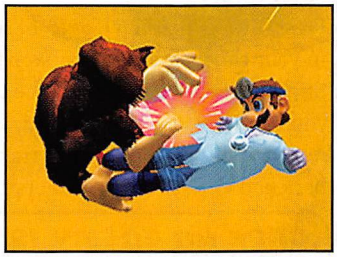


Hit the A Button rapidly to hit the opponent repeatedly. You will perform a minicombo if you can complete the move without being attacked.

Hit the Control Stick in any direction and hit the A Button at the same time to perform your normal attacks from the ground or in midair. Run, jump and fall in every direction as you try to learn the moves. Your position in relation to the opponent sometimes makes a difference.



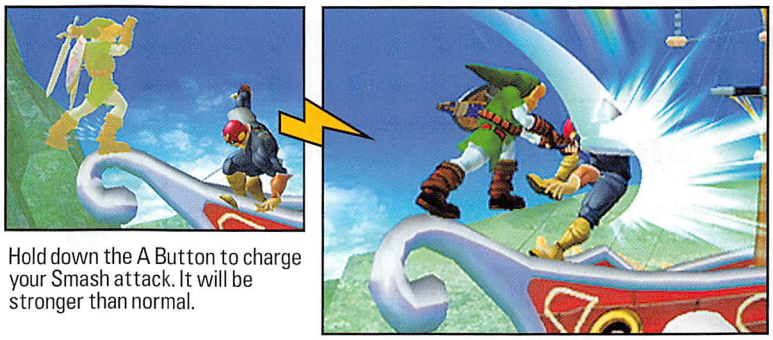
If you hit A while running, you'll perform a dash attack.



You can attack in midair. The attack may change depending on which direction you're facing.

SMASH IT UP!

The Smash attacks are very important—after all, it is Super Smash Bros. Melee! Use the powerful Smash attacks to knock the opponents off the stage or to deal a lot of damage to them. You can charge your Smash attack if you hold the A Button down for a short time. Your character will glow while the Smash attack charges up.



Hold down the A Button to charge your Smash attack. It will be stronger than normal.

SPECIAL MOVES

FOUR SPECIAL MOVES PER CHARACTER

Every character has a personal set of four special moves, and you can execute each move in four ways. The easiest special move to pull off simply requires you to hit B. If you tap B while pressing the Control Stick sideways, you'll perform another type of special move. To perform the two remaining special moves in your repertoire, hit B while pressing Up or while pressing Down on the Control Stick. Many special moves are situational, and their effects will vary depending on where you are. For example, special moves sometimes produce different results when you're in midair.

SPECIAL OFFENSIVE MOVE



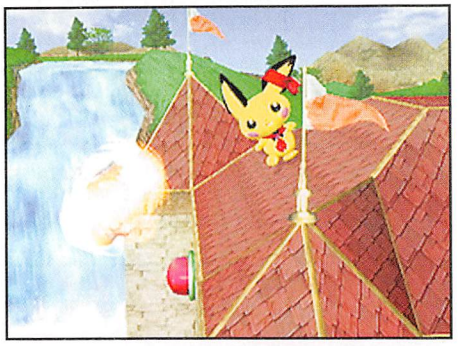
You need good timing to pull off special moves. They come in handy when you want to finish off an opponent, so practice your form in Training Mode.

SPECIAL DEFENSIVE MOVE



Not all special moves are offensive maneuvers. Some are defensive moves, such as Fox's Reflector and Zelda's protective spell, Nayru's Love.

SPECIAL RECOVERY MOVE



In general, the special move you execute by tapping B and pressing Up on the Control Stick is the action to take when you need to save yourself from falling.

GRAB AND THROW

SEIZING THE OPPORTUNITY

Press A while holding L or R (or simply hit Z) to grab your rival. When your enemy is in your clutches, the fighter won't be able to attack. Hit A or Z or press the Control Stick to attack your rival once he or she is in your grasp. The Control Stick will enable you to toss your rivals upward, which perfectly sets them up for you to perform a midair attack on them. If you are caught by an enemy, quickly move the Control Stick back and forth to break your opponent's grasp on you.

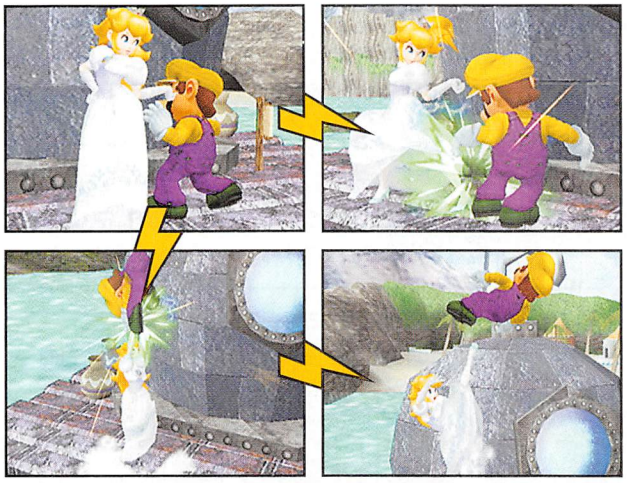
ONCE AN ENEMY IS IN YOUR GRASP:

Hit your enemy



Throw your enemy in the direction that you push the Control Stick





Once you grab your opponent, follow up by repeatedly tapping A (or Z) or by pressing the Control Stick in any direction. Press Down to slam, Up to toss your foe upward, and Left or Right to hurl your rival sideways.

USING ITEMS

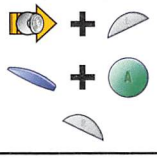
GRABBING THE GOODS

Items appear throughout the battles, and you can pick one up by pressing A. The goods can help you in your fight, so press A to use the item you're holding. Use the Control Stick in conjunction with A and L, R or Z to throw an item.

Pick up and use an item

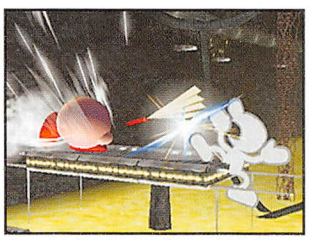


Throw an item



Drop an item



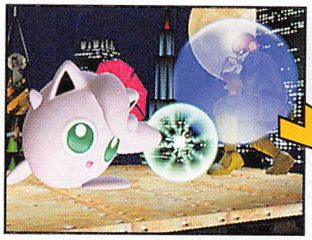


If you've picked up an item but don't want it, toss it at an enemy to inflict damage.

SHIELD

PROTECTING YOURSELF

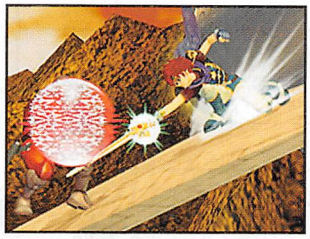
Press L, R or Z to activate your shield. The harder you press L or R, the stronger your shield will be—but it will be smaller and lose power sooner than weaker-strength shields. If you use Z, your shield will be at its weakest, but it'll be large and last longer.



Activate your shield for protection. Use it when you see a projectile attack headed your way.



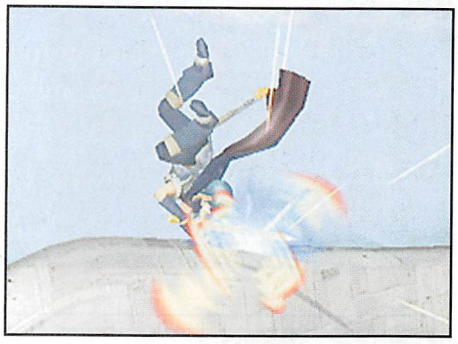
The shield shrinks as you use it. Don't let it drain all the way or it will explode and stun you.



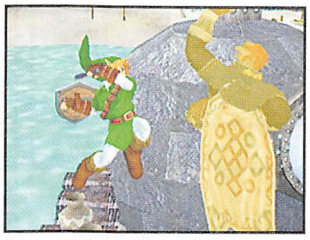
If you're not using a weak-strength, full-size shield, you can position your small bit of potent protection via the Control Stick so you can selectively block incoming shots.

DEFENSIVE STANCE

Normally, when an enemy knocks you into the air, you'll land on your back. To land in the ready position so you're raring to fight, hit L or R while you're flailing in the air. If you hit either button just before you land, you'll touch down in the standing position, ready to make your retaliation.



If you're tossed, hit L or R as you land to touch down in the ready position.

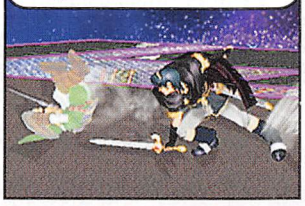


If you jump and hit L or R while airborne, you'll briefly hang in midair (the hang time move won't work if you've been knocked into the air and are helplessly falling). You can use the Control Stick in conjunction with L or R to evade in any direction as well.

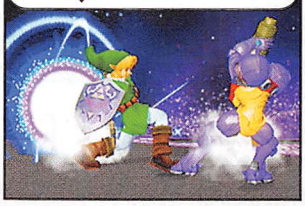
EMERGENCY EVACUATIONS

To make a quick evasive maneuver, equip your shields (press and hold L, R or Z), then rapidly tap Left, Right or Down on the Control Stick. By doing so, you'll quickly dodge wherever you've pressed the Control Stick. Use the escape trick when you anticipate that an enemy is about to strike.

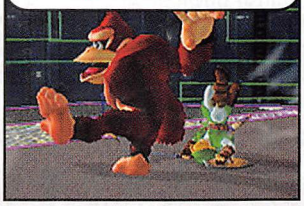
BACKWARD



STANDING



FORWARD



CHARACTERS

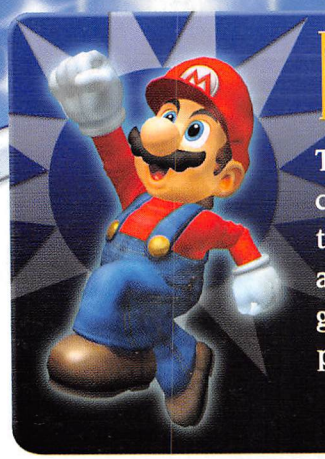
ATTACK ACUMEN

On the following pages, you'll find charts that show each character's move set. To execute some moves, your character must be in the air or grabbing another character. Moves printed in red are Meteor Smashes, which are tied to several Special Bonuses. Opponents cannot recover from a Meteor Smash if it hits them at the right time, and moves are considered Meteor Smashes only when they KO an opponent. There may be more Meteor Smashes in the game. The damage percentage ranges are approximate and are not official numbers. The damage an attack will do varies depending on the character you attack and what condition that character is in when you attack him or her.

Meteor Smashes appear in red type

Approximate amount of damage the attack will cause

BUTTON COMBO	ATTACK NAME	DAMAGE
Forward + A (in air)	**Plunger**	**8-15%**
Z (or R + A)	**Grab**	**0%**
Backward (while holding)	**Airplane Swing**	**6-12%**



Mario

The man in the overalls is one of Nintendo's most famous characters. During his long and impressive history, he has taken many roles, from hero to villain. Mario's abilities and attributes are well-balanced, which means that he has no great strengths or weaknesses. He is an excellent choice for players who have not played Super Smash Bros. before.

ATTRIBUTES

SIZE	●●●○○
WEIGHT	●●●○○
POWER	●●●○○
SPEED	●●●○○
JUMP	●●●○○
USAGE	●●●●●

BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	**Left Jab**	**1-3%**
A Button (second)	**Right Cross**	**1-2%**
A Button (third)	**Toe Kick**	**2-5%**
A (while dashing)	**Slide**	**3-9%**
Left or Right + A	**Plumber Kick**	**4-10%**
Up + A	**Uppercut**	**4-8%**
Down + A	**Leg Sweep**	**4-8%**
Smash Left or Right + A	**Fire Glove**	**6-25%**
Smash Up + A	**Lead Headbutt**	**8-20%**
Smash Down + A	**Breakdance Sweep**	**5-21%**
A Button (in air)	**Plumber's Boot**	**4-12%**

BUTTON COMBO	ATTACK NAME	DAMAGE
Forward + A (in air)	**Plunger**	**8-15%**
Backward + A (in air)	**Drop Kick**	**4-11%**
Up + A (in air)	**Bicycle Kick**	**6-11%**
Down + A (in air)	**Drill Kick**	**1-12%**
Z or (R + A)	**Grab**	**0%**
A or Z (while holding)	**Clutch Headbutt**	**1-3%**
Forward (while holding)	**Heave-Ho**	**4-9%**
Backward (while holding)	**Airplane Swing**	**6-12%**
Up (while holding)	**Mario Launch**	**4-8%**
Down (while holding)	**Down the Drain**	**3-6%**

SPECIAL MOVES

FIREBALL

B

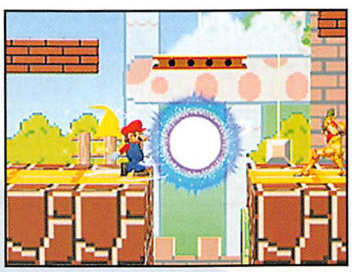
The Fireball bounces along the ground for a short way, making it a good long-range or short-range weapon. If the Fireball meets a wall or other object, it will bounce off of it.



CAPE

+ B

You can turn your enemies around with the Cape attack. If your timing is right, you can also deflect attacks away from Mario and back at the enemy.



SUPER JUMP PUNCH

+ B

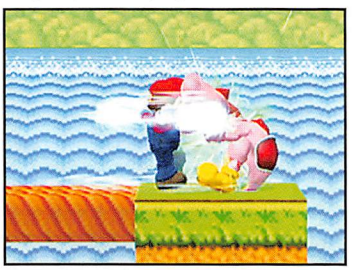
The Super Jump Punch sends your enemies into the air. It can also help you return to the stage if you're hit off the side, especially when you use it in conjunction with the Double Jump.



MARIO TORNADO

+ B

Mario's Mario Tornado attack spins opponents around, then tosses them into the air. If you press B rapidly, Mario and the enemy will rise into the air slightly as they spin.



Use this as your third jump to return to the stage

Pikachu



Pikachu is probably the most popular Pokémon there is. Its attacks often display its electric personality. Pikachu is small and light, and its speed can be confusing to its enemies. Many of its attacks work well when the Electric-type is airborne. Pikachu's attacks are not very good for long-range assaults, and because the Pokémon is so lightweight, it's very easy to knock it off the stage.

ATTRIBUTES

SIZE	●○○○○
WEIGHT	●○○○○
POWER	●○○○○
SPEED	●●●●○
JUMP	●●●○○
USAGE	●●●○○

BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Headbutt	1-2%
A (while dashing)	Running Headbutt	4-8%
Left or Right + A	Pika Kick	4-8%
Up + A	Tail Smack	3-7%
Down + A	Tail Sweep	3-7%
Smash Left or Right + A	Thundershock	10-28%
Smash Up + A	Tail Somersault	3-25%
Smash Down + A	Electric Flower	2-18%
A Button (in air)	Pika Roll	4-12%
Forward + A (in air)	Electric Drill	1-7%
Backward + A (in air)	Glider	4-12%

BUTTON COMBO	ATTACK NAME	DAMAGE
Up + A (in air)	Tail Chop	2-4%
Down + A (in air)	Electric Screw	2-15%
Z or (R + A)	Grab	0%
A or Z (while holding)	Electric Shock	1-3%
Forward (while holding)	Electrocution	5-9%
Backward (while holding)	Submission	4-9%
Up (while holding)	Electric Skull	5-10%
Down (while holding)	Electric Slam	5-10%

SPECIAL MOVES

THUNDER JOLT

B

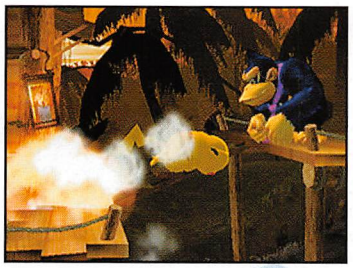
The Thunder Jolt will travel along the ground or around platforms for a short distance. It is not exceptionally powerful.



SKULL BASH

 + B

Pikachu rockets sideways into the air when you use the Skull Bash attack. You can charge the move by holding down the B Button, which will make Pikachu fly farther and hit harder.



QUICK ATTACK

 + B

Use the Quick Attack to leap into the air in a flash of lightning. You can move the Control Stick to aim Pikachu's Quick Attack in two specific directions.



THUNDER

 + B

Thunder will always travel straight down to where Pikachu is standing. If there is a platform directly above Pikachu, it will stop the strike from reaching the Pokémon.

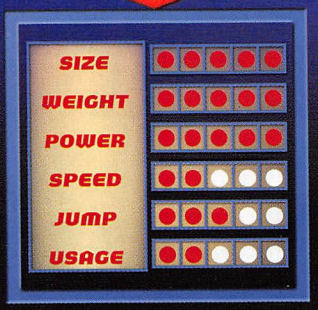




Bowser

Bowser has made numerous attempts to conquer the Mushroom Kingdom, but he is always foiled by his arch enemy, Mario. Bowser is an impressive fighting force. He uses strong attacks to batter his opponents mercilessly, often ending a fight before it can begin. Bowser's massive bulk helps him avoid being knocked off the stage, but it also makes him one of the slowest fighters in the game.

ATTRIBUTES



BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Left Scratch	2-5%
A Button (second)	Right Scratch	3-6%
A (while dashing)	Horn Charge	6-11%
Left or Right + A	Koopa Knuckle	6-14%
Up + A	Ceiling Scratch Floor	7-13%
Down + A	Scratch	5-22%
Smash Left or Right + A	Hammer Head	13-32%
Smash Up + A	Shell Shock	6-27%
Smash Down + A	Buzzsaw	1-27%
A Button (in air)	Gyroscope	7-13%
Forward + A (in air)	Jump Slash	7-14%

BUTTON COMBO	ATTACK NAME	DAMAGE
Backward + A (in air)	Spike Stretch	4-13%
Up + A (in air)	Horn Toss	9-17%
Down + A (in air)	Scrub Brush	1-15%
Z or (R + A)	Grab	0%
A or Z (while holding)	Bull Horns	1-3%
Forward (while holding)	Catapult	5-10%
Backward (while holding)	Reverse Throw	5-10%
Up (while holding) Down	Blender	1-9%
(while holding)	Bowser Slam	6-12%

SPECIAL MOVES

FIRE BREATH

B

Bad breath is a boon for Bowser. Press the B Button to unleash his Fire Breath. It's great for hitting opponents on lower platforms, but the move quickly loses power and distance.



KOOPA KLAW

+ B

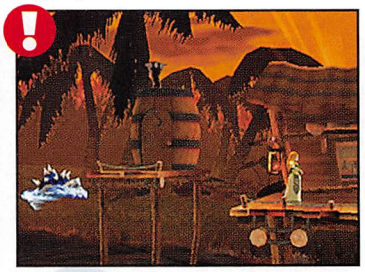
Press Left or Right and hit B for the Koopa Klaw. If you're near the enemy, you'll grab him or her and perform a bite. If you're farther away, you'll swipe with Bowser's claw.



WHIRLING FORTRESS

+ B

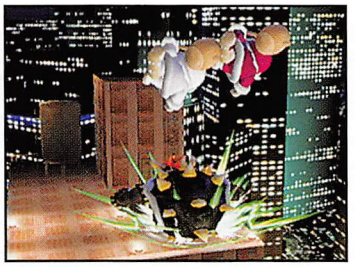
Bowser retracts into his shell and spins when you press Up and B. The move propels Bowser into the air and can be used as a jump if you're in danger of leaving a platform.



BOWSER BOMB

+ B

Use Down and B to drop the Bowser Bomb. The move can be performed while Bowser is on the ground or in the air, but it leaves him open to a counter-attack if it misses.



! Use this as your third jump to return to the stage



Peach

Princess Peach is the kind ruler of the Mushroom Kingdom, and she enjoys playing golf and tennis during the weekend. She boasts incredible powers of leaping and the ability to float, and she can recover quickly if knocked off a platform. Peach weighs next to nothing, so one heavy hit from an opponent can send her flying. To win with Peach, you must fight a battle of attrition.

ATTRIBUTES

SIZE	●●●○○
WEIGHT	●●○○○
POWER	●●○○○
SPEED	●●○○○
JUMP	●●●●○
USAGE	●●●●○

BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Royal Slap	1-3%
A Button (second)	Double Royal Slap	1-2%
A (while dashing)	Lady Push	3-12%
Left or Right + A	Can-Can Kick	3-13%
Up + A	Crown Bash	6-12%
Down + A	Elegant Sweep*	6-12%
Smash Left or Right + A	Peach Swing	1-23%
Smash Up + A	Pirouette	4-25%
Smash Down + A	Double-Edged Gown	6-19%
A Button (in air)	Princess Twirl	4-14%
Forward + A (in air)	Crown Smack	8-15%

BUTTON COMBO	ATTACK NAME	DAMAGE
Backward + A (in air)	Flying Hip	5-14%
Up + A (in air)	Floating High Kick	7-14%
Down + A (in air)	Stiletto Kick	1-11%
Z or (R + A)	Grab	0%
A or Z (while holding)	Heel Stomp	1-3%
Forward (while holding)	Royal Slap	1-10%
Backward (while holding)	Iron Hip	6-11%
Up (while holding)	Gut Punch	4-9%
Down (while holding)	The Royal Treatment	3-7%

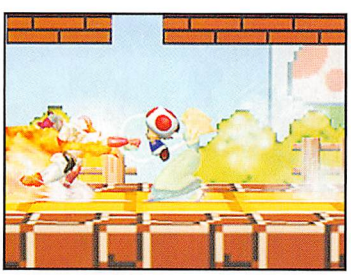
*Attack can be a Meteor Smash under certain conditions.

SPECIAL MOVES

TOAD

B

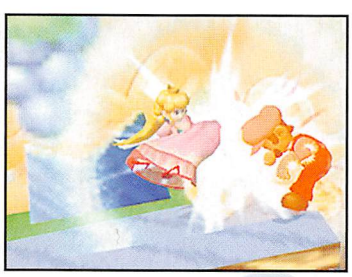
Peach can use the hapless Toad as a shield to deflect enemy attacks. When Toad successfully deflects a move, he will shoot a puff of spores at Peach's foe.



PEACH BOMBER

+ B

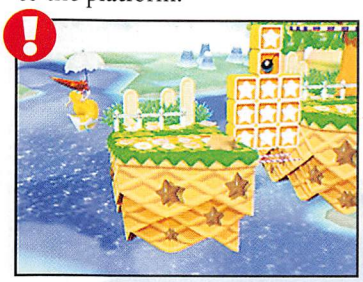
Use Left or Right and A for the Peach Bomber. The move can be used while Peach is running or at a standstill. Enemy shields have no effect on the mighty Peach Bomber.



PEACH PARASOL

+ B

Peach strikes enemies with her folded parasol, then unfolds it and slowly drifts to earth. If you fall while the parasol is open, you won't be able to jump back to the platform.

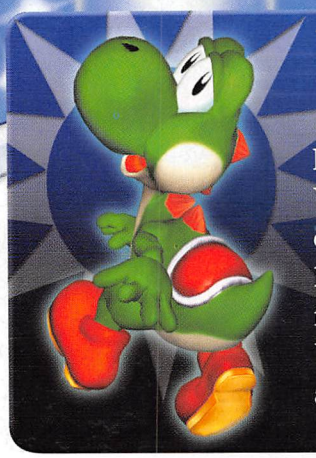


VEGETABLE

+ B

Peach shows off her gardening skills with the Vegetable move. A simple Down and B lets the princess pluck a veggie from the ground. Press A to hurl the vegetable at an opponent.





Yoshi

Daring dino Yoshi dances to the beat of his own smash track. While other battlers have a third jump to fall back on, Yoshi can jump only twice before he becomes ground-bound. When he does jump, though, he soars. His overall ability to take hits is strong, and he is nearly invincible while airborne. When Yoshi is planted on the ground, he can stay in one spot easily and hold his position. It's difficult to knock him off the stage.

ATTRIBUTES

SIZE	●●●○○
WEIGHT	●●●○○
POWER	●●●○○
SPEED	●●●○○
JUMP	●●●●○
USAGE	●●○○○

BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	**Left Kick**	**2-3%**
A Button (second)	**Right Kick**	**2-3%**
A (while dashing)	**Noggin Knock**	**4-9%**
Left or Right + A	**Dino Kick**	**6-12%**
Up + A	**Tail Snap**	**5-10%**
Down + A	**Tail Sweep**	**5-10%**
Smash Left or Right + A	**Noggin Floggin'**	**8-21%**
Smash Up + A	**Jumping Headbutt**	**7-19%**
Smash Down + A	**Double Tail Whip**	**6-19%**
A Button (in air)	**Yoshi's Kick**	**5-10%**
Forward + A (in air)	**Noggin Dunk**	**4-7%**

BUTTON COMBO	ATTACK NAME	DAMAGE
Backward + A (in air)	**Tail Wag**	**3-12%**
Up + A (in air)	**Dino Flip**	**7-13%**
Down + A (in air)	**Flutter Kick**	**2-40%**
Z or (R + A)	**Sticky Tongue**	**0%**
A or Z (while holding)	**Chew**	**1-3%**
Forward (while holding)	**Spit Out**	**2-4%**
Backward (while holding)	**Spin 'n' Spit**	**3-6%**
Up (while holding)	**Spit Up**	**2-5%**
Down (while holding)	**Jump 'n' Spit**	**3-6%**

SPECIAL MOVES

EGG LAY

B

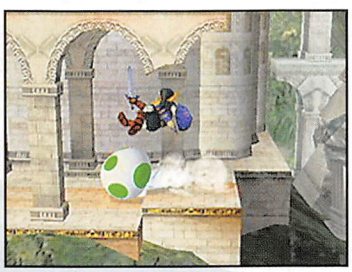
Yoshi is famous for his appetite and his ability to transform almost anything into an egg. You can gobble up and temporarily shell your opponent with a quick tap of the B Button.



EGG ROLL

+ B

Order Yoshi to deliver an Egg Roll by pressing Left or Right on the Control Stick and hitting the B Button. The dino will roll up into an egg and keep rolling until you stop him with B.



EGG THROW

+ B

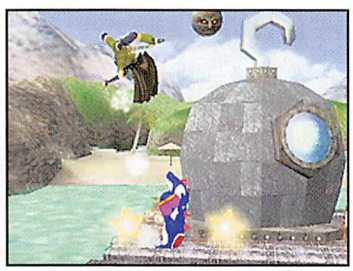
Yoshi can make his own projectiles. Press Up on the Control Stick, then press the B Button to make him toss an egg. Hold B for a long toss. Finesse the stick to change the egg's trajectory.

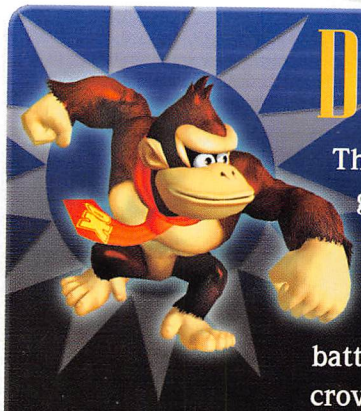


YOSHI BOMB

+ B

The quick up-and-down Yoshi Bomb is devastating. You can perform the move from a standing position or from the air. When Yoshi lands, he'll be temporarily surrounded by stars.

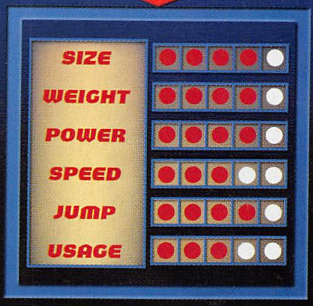




Donkey Kong

The burly banana-eater with the distinctive red necktie is a ground-shaking force that should not be taken lightly. He's a monkey (not a donkey), and he shows his simian sensibilities with arm-flailing, chest-pounding charisma. Since Donkey Kong is a big guy, he's a choice target, especially in team battles where his opponents gang up on him. He can counter crowds with moves that knock out several fighters at once.

ATTRIBUTES



BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Swipe	2-4%
A Button (second)	Uppercut	3-6%
A (while dashing)	Konga Kick	6-11%
Left or Right + A	Backhand Slap	5-10%
Up + A	Spider Web Swipe	4-11%
Down + A	Slouch Slap	3-7%
Smash Left or Right + A	Kong Klap	11-28%
Smash Up + A	Ape Applause	10-24%
Smash Down + A	Twin Beat	8-21%
A Button (in air)	Kong Whirl	5-12%
Forward + A (in air)	Hammer Knuckle*	8-16%

BUTTON COMBO	ATTACK NAME	DAMAGE
Backward + A (in air)	Back Kick	4-13%
Up + A (in air)	Flying Headbutt	7-14%
Down + A (in air)	Flying Stomp	7-16%
Z or (R + A)	Grab	0%
A or Z (while holding)	Jungle Chop	1-3%
Forward (while holding)	Kong Karry	4-8%
Backward (while holding)	Donkey Fling	6-11%
Up (while holding)	Coconut Toss	4-9%
Down (while holding)	Simian Slam	3-7%

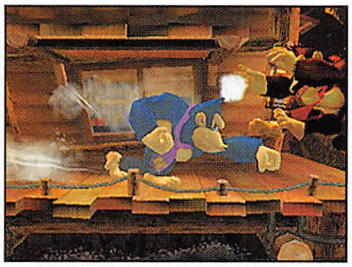
*Attack can be a Meteor Smash under certain conditions.

SPECIAL MOVES

GIANT PUNCH

B

The big ape's Giant Punch takes time to plan and pull off, but it's worth it when the roundhouse connects. Press B to charge up the move, then press B again to deliver it. Tap L or R to cancel.



HEADBUTT

→ + B

DK can hit opponents with his head. Press the B Button toward your opponent and hit B for a burying blow. The Headbutt is a Meteor Smash.



SPINNING KONG

↑ + B

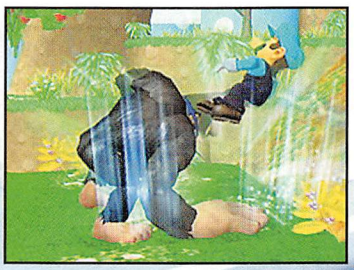
The wild whirlwind that is the Spinning Kong attack effectively clears enemies away to DK's left and right. It's a good way to make space when the ape is returning to the stage.



HAND SLAP

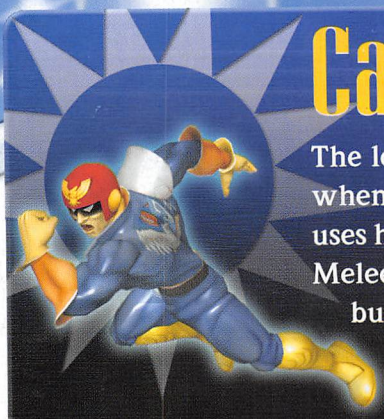
↓ + B

The earth-quaking Hand Slap fully demonstrates the monkey's machismo and devastates all opponents in the vicinity. Press Down on the Control Stick and hit B to pound the ground.



! Use this as your third jump to return to the stage

Captain Falcon



The legendary F-Zero Grand Prix champ is a bounty hunter when he's not behind the wheel of his speedy Blue Falcon. He uses his street smarts to great effect on the Super Smash Bros. Melee stage. Captain Falcon's attacks take a while to develop, but they're very effective when they finally connect. Players looking for a lot of fist-flying action can't go wrong by picking the captain.

ATTRIBUTES

SIZE	●●●●○
WEIGHT	●●●○○
POWER	●●●●○
SPEED	●●●●●
JUMP	●●●●○
USAGE	●●●○○

BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Jab	1-2%
A Button (second)	Straight	2-3%
A Button (third)	Knee	7-8%
Rapidly Tap A	Mach Punch	1%
A (while dashing)	Turbo Shoulder	3-10%
Left or Right + A	Round Kick	6-11%
Up + A	Wheel Kick	7-13%
Down + A	Crouching Kick	6-12%
Smash Left or Right + A	Overheat Elbow	11-27%
Smash Up + A	Pinwheel Kick	4-27%
Smash Down + A	Pendulum Kick	8-24%

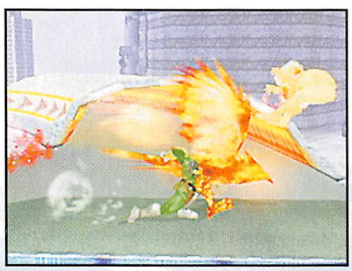
BUTTON COMBO	ATTACK NAME	DAMAGE
A Button (in air)	Rotary Kick	2-12%
Forward + A (in air)	Knee Smash	3-18%
Backward + A (in air)	Reverse Knuckle	4-14%
Up + A (in air)	Overhead Kick	6-13%
Down + A (in air)	Step on It	8-16%
Z or (R + A)	Grab	0%
A or Z (while holding)	Captive Knee	1-3%
Forward (while holding)	Body Blow	2-9%
Backward (while holding)	Kickback	2-9%
Up (while holding)	Rising Palm	2-9%
Down (while holding)	Throw Down	3-7%

SPECIAL MOVES

FALCON PUNCH

B

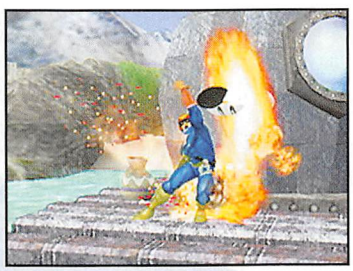
The captain's B-Button punch conjures a fiery bird of prey and sends his target flying across the stage. The Falcon Punch takes a full second to charge. Watch your timing.



RAPTOR BOOST

→ + B

The Raptor Boost is a good, quick alternative to the Falcon Punch. Push the Control Stick toward the opponent and press the B Button. The Raptor Boost is sometimes a Meteor Smash.



FALCON DIVE

↑ + B

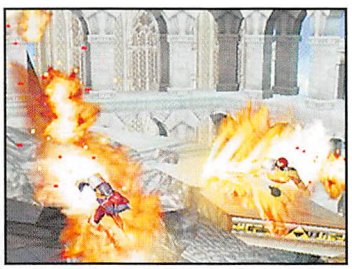
Use the Falcon Dive as your third jump to return to the stage and to hit airborne opponents. You can also grab nearby opponents with the move.



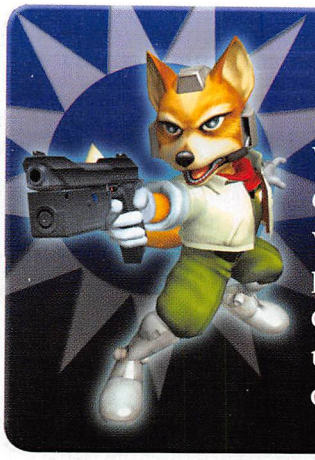
FALCON KICK

↓ + B

When you press Down on the Control Stick and hit B, Captain Falcon will push forward with the power of a freight train. Don't use the move unless you have a lot of room.



! Use this as your third jump to return to the stage



Fox

When Fox McCloud is not flying his Arwing or taking on the dangers of Dinosaur Planet, he's dazzling his fighting foes with lightning-fast moves. While he doesn't possess much power, he can pull off attacks with so much speed that he doesn't need devastating strength. Fox's skills are best put to use in one-on-one battles. He might have a hard time taking on more than one foe at a time.

ATTRIBUTES

SIZE	●●○○○
WEIGHT	●●○○○
POWER	●●○○○
SPEED	●●●●●
JUMP	●●●●○
USAGE	●●○○○

BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	**Jab**	**2-4%**
A Button (second)	**Straight**	**2-4%**
Rapidly Tap A	**Rapid Kick**	**1%**
A (while dashing)	**Jumping Side Kick**	**2-7%**
Left or Right + A	**Fox Kick**	**4-9%**
Up + A	**Back Kick**	**4-12%**
Down + A	**Fox Tail**	**5-10%**
Smash Left or Right + A	**Roundhouse Kick**	**6-20%**
Smash Up + A	**Flip Kick**	**7-24%**
Smash Down + A	**Fox Split**	**8-20%**
A Button (in air)	**Flying Kick**	**4-12%**

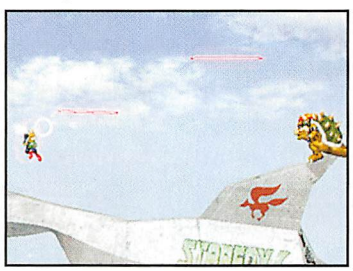
BUTTON COMBO	ATTACK NAME	DAMAGE
Forward + A (in air)	**Tornado Kick**	**2-17%**
Backward + A (in air)	**Reverse Spin Kick**	**4-15%**
Up + A (in air)	**McCloud Flip**	**2-16%**
Down + A (in air)	**Air Drill**	**1-19%**
Z or (R + A)	**Grab**	**0%**
A or Z (while holding)	**Knee**	**1-3%**
Forward (while holding)	**Elbow Bash**	**2-7%**
Backward (while holding)	**Skeet Blaster**	**1-7%**
Up (while holding)	**Star Blaster**	**1-7%**
Down (while holding)	**Floor Blaster**	**1-4%**

SPECIAL MOVES

BLASTER

B

With a quick tap of the B Button, you can instruct Fox to send off a Blaster volley. If the shot connects, it will damage the targeted fighter but it won't cause the fighter to fall back.



FOX ILLUSION

+ B

When you combine a Control Stick push to the Left or Right with a press of the B Button, Fox will take off quickly in the specified direction and leave a wispy image of himself in the wake.



FIRE FOX

+ B

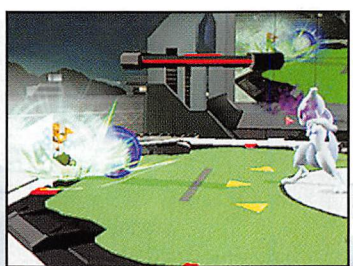
Press Up on the Control Stick and press the B Button to charge up the Fire Fox move. Then push the Control Stick in the attack direction and release the B Button to fire.



REFLECTOR

+ B

When you press Down on the Control Stick and press the B Button, Fox will surround himself with a force field. The force field will reflect shots and thrown items.





Ness

The intrepid tyke from the Onett suburbs would rather investigate aliens than hang out at the mall. Ness commands an awesome array of psychic attacks that require skillful execution. He also has an odd, tumbling motion to his jumps, perhaps a side effect of his freakishly huge head. If you can get the hang of the hang time, his psychokinetic powers will propel you to victory and keep opponents earthbound.

ATTRIBUTES

SIZE	●●○○○
WEIGHT	●●○○○
POWER	●●●○○
SPEED	●●●○○
JUMP	●●●●○
USAGE	●○○○○

BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	**Hook**	**1-3%**
A Button (second)	**Straight**	**1-2%**
A Button (third)	**Kick**	**2-4%**
A (while dashing)	**PK Shove**	**2-12%**
Left or Right + A	**Short Kick**	**6-11%**
Up + A	**Push Up**	**3-7%**
Down + A	**Squat Kick**	**1-3%**
Smash Left or Right + A	**Home Run Swing**	**9-32%**
Smash Up + A	**Around the World**	**3-22%**
Smash Down + A	**Walk the Dog**	**3-25%**
A Button (in air)	**Ness Spin**	**4-11%**

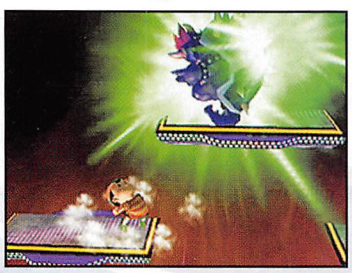
BUTTON COMBO	ATTACK NAME	DAMAGE
Forward + A (in air)	**Flying PK Shove**	**1-15%**
Backward + A (in air)	**PK Drop Kick**	**5-16%**
Up + A (in air)	**Jumping Headbutt**	**7-13%**
Down + A (in air)	**Meteor Kick**	**6-12%**
Z or (R + A)	**Grab**	**0%**
A or Z (while holding)	**Captive Headbutt**	**1-3%**
Forward (while holding)	**PK Throw**	**6-11%**
Backward (while holding)	**Reverse PK Throw**	**6-11%**
Up (while holding)	**Cowboy PK Throw**	**5-10%**
Down (while holding)	**PK Inferno**	**1-8%**

SPECIAL MOVES

PK FLASH

(B)

Press B to conjure a spark of psychic energy, use the Control Stick to move the energy toward an opponent, and release B to detonate a blast. The longer you hold B, the bigger the blast.



PK FIRE

(Control Stick) + (B)

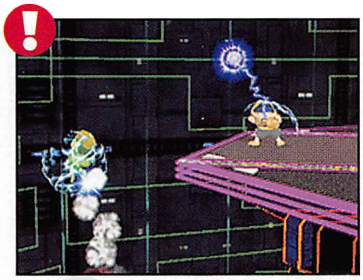
Push the Control Stick in the direction of an opponent, then press B to hurl a psychic fireball. If you hit an opponent, the fire will burn for a few seconds while slowly causing damage.



PK THUNDER

(Control Stick Up) + (B)

Hold the Control Stick Up, then press B to fire off a blast of PK Thunder. Once it's in the air, you can steer it into yourself to become a damaging human projectile.



PSI MAGNET

(Control Stick Down) + (B)

PSI Magnet—executed by pressing B while you hold the Control Stick Down—will absorb energy attacks. It won't protect you from other attacks, but you can use the power to replenish health.



! Use this move to return to the stage when you are thrown off

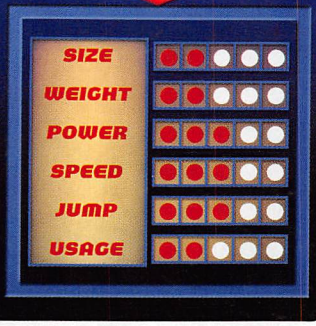
Ice Climbers



Ice Climbers Popo and Nana know there is power in numbers, particularly when each member of your party is wielding a huge mallet. The two frosty friends work as a team to flash-freeze and flatten opponents. You can still fight if you lose a beparkaed pal in battle, but you'll find that the path to victory is a slippery slope when you try to go it alone.



ATTRIBUTES



BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	**Pound**	**1-3%**
A Button (second)	**Upswing**	**2-7%**
A (while dashing)	**Scoop**	**4-17%**
Left or Right + A	**Hammer Swing**	**4-15%**
Up + A	**Hammer Spin**	**3-21%**
Down + A	**Shin Attack**	**2-9%**
Smash Left or Right + A	**Ice Hammer**	**7-36%**
Smash Up + A	**Icicle Crasher**	**6-28%**
Smash Down + A	**Hammer Sweep**	**7-31%**
A Button (in air)	**Icy Whirlwind**	**4-15%**
Forward + A (in air)	**Hammer Slam***	**5-19%**

BUTTON COMBO	ATTACK NAME	DAMAGE
Backward + A (in air)	**Reverse Swing**	**6-22%**
Up + A (in air)	**Hammer Reach**	**3-17%**
Down + A (in air)	**Hammer Ride**	**4-17%**
Z or (R + A)	**Grab**	**0%**
A or Z (while holding)	**Cold Headbutt**	**1-3%**
Forward (while holding)	**Hockey Slapshot**	**2-5%**
Backward (while holding)	**Snow Mt. Throw**	**3-7%**
Up (while holding)	**Icicle Toss**	**2-5%**
Down (while holding)	**Avalanche Crusher**	**3-6%**

*Attack can be a Meteor Smash under certain conditions.

SPECIAL MOVES

ICE SHOT



Press B while stationary to launch a small iceberg in the direction you are facing. When both climbers are available, you'll launch two Ice Shots. The move may freeze foes.

SQUALL HAMMER



Hold the Control Stick to the Right or Left, then press B to transform the climbers into a swirling tornado of hammerheads.

BELAY

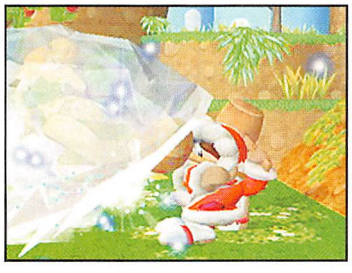


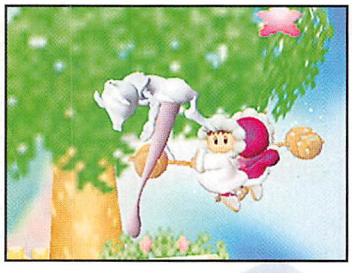
Climbers rely on the buddy system and a strong rope. Press Up on the Control Stick then B to sling Popo and Nana upward.

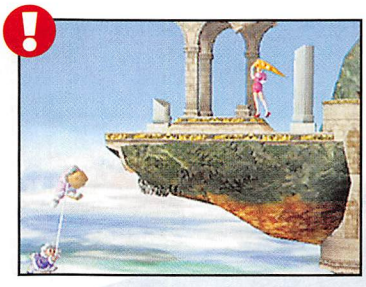
BLIZZARD



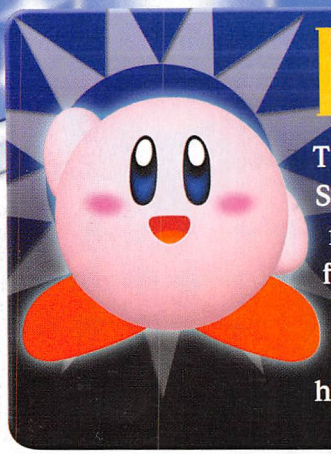
Popo and Nana will blow a chilling blast of cold and ice in both directions when you hold the Control Stick Down then press B. The attack has a very short range.











Kirby

The floating pink puffball from the planet Pop Star is a Super Smash Bros. doppelganger with the ability to mimic the moves of other fighters. Since Kirby is small and relatively fast, he can avoid many of the advances of his opponents. He's also light, which means that he'll fly far when hit by a haymaker. If he floats far away from the stage, he'll find himself halfway to Dream Land with no way back.

ATTRIBUTES

SIZE	●●○○○
WEIGHT	●○○○○
POWER	●●●○○
SPEED	●●●○○
JUMP	●●●●●
USAGE	●●●●●

BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Right Punch	1-3%
A Button (second)	Left Punch	1-3%
Rapidly Tap A	Vulcan Jab	1-3%
A (while dashing)	Fire Kirby	2-8%
Left or Right + A	Spinning Kick	6-11%
Up + A	Back Kick	3-8%
Down + A	Squish Kick	5-10%
Smash Left or Right + A	Smash Kick	7-20%
Smash Up + A	Kirby Flip Kick	6-20%
Smash Down + A	Propeller Kick	5-19%
A Button (in air)	Twinkle Star	3-10%

BUTTON COMBO	ATTACK NAME	DAMAGE
Forward + A (in air)	Spiral Kick	1-5%
Backward + A (in air)	Drop Kick	5-14%
Up + A (in air)	Floating Flip Kick	8-15%
Down + A (in air)	Screw Driver	1-3%
Z or (R + A)	Grab	0%
A or Z (while holding)	Slap	1-3%
Forward (while holding)	Power Bomb	4-8%
Backward (while holding)	Brain Buster	4-8%
Up (while holding)	Ninja Drop	5-10%
Down (while holding)	Victory Dance	4-7%

SPECIAL MOVES

SWALLOW

B

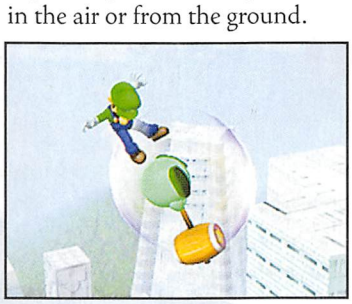
Kirby's ability to swallow opponents is a character-defining trait. Press B to suck in your foe. When you press Down or B again, you'll be able to mimic your foe's B-Button move.



HAMMER

→ + B

Kirby conceals a massive mallet. Swing his hammer by pushing the Control Stick toward the foe and tapping B. The move changes depending on whether you use it in the air or from the ground.



FINAL CUTTER

↑ + B

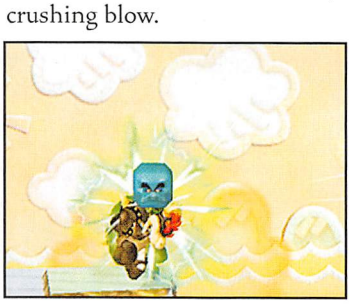
Kirby's spinning-blade attack is useful when you are out of jumping power and you're trying to return to the stage. If conditions are right, you can hit your foe three times with one spin.



STONE

↓ + B

When Kirby is in the air, press Down and B to transform him into one of three invincible objects. If Kirby hits his foe as he lands, he'll deliver a heavy, crushing blow.



! Use this move as your third jump to return to the stage



Samus

Samus Aran's drive to survive and her one-woman-army approach to battle led her to victory against the Mother Brain on Zebes. Using the power of her Chozo Power Suit, Samus is one tough intergalactic bounty hunter. She has a large arsenal of projectile weapons and a grappling beam that she can use to reel in her opponents. She's also a master of air combat, with moves like the spinning-blade Screw Attack.

ATTRIBUTES

SIZE	●●●●○
WEIGHT	●●●●○
POWER	●●●○○
SPEED	●●●○○
JUMP	●●●○○
USAGE	●●●○○

BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	**Straight**	**1-3%**
A Button (second)	**Cannon Hammer**	**3-7%**
A (while dashing)	**Shoulder Tackle**	**4-13%**
Left or Right + A	**Spin Kick**	**4-11%**
Up + A	**Heel Kick**	**6-13%**
Down + A	**Earth Blaster**	**7-14%**
Smash Left or Right + A	**Cannon Lunge**	**7-20%**
Smash Up + A	**Cover Fire**	**2-29%**
Smash Down + A	**Spinning Leg Sweep**	**8-21%**
A Button (in air)	**Chozo Kick**	**5-14%**
Forward + A (in air)	**Aerial Fire**	**2-23%**

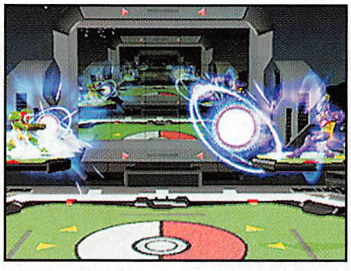
BUTTON COMBO	ATTACK NAME	DAMAGE
Backward + A (in air)	**Flying Back Kick**	**5-14%**
Up + A (in air)	**Drill Kick**	**1-10%**
Down + A (in air)	**Meteor Cannon**	**8-16%**
Z or (R + A)	**Grappling Beam**	**0%**
A or Z (while holding)	**Chozo Chop**	**1-3%**
Forward (while holding)	**Beam Throw**	**4-9%**
Backward (while holding)	**Reverse Beam Throw**	**4-8%**
Up (while holding)	**Beam Launch**	**3-7%**
Down (while holding)	**Beam Slam**	**3-6%**

SPECIAL MOVES

CHARGE SHOT

B

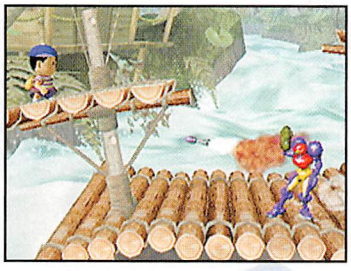
Samus has the power to release a massive ball of energy. Press B once to start the charge, then press B again to release the shot. The longer you wait, the larger the shot will be.



MISSILE

+ B

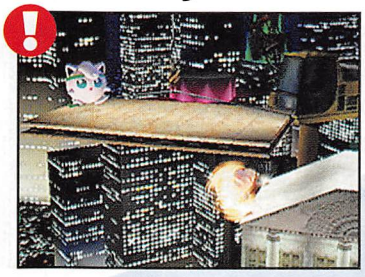
The heat-seeking Chozo Missile in Samus Aran's arsenal will turn toward your opponent if you push lightly Left or Right in combination with B. Smash the Control Stick for a straight shot.



SCREW ATTACK

+ B

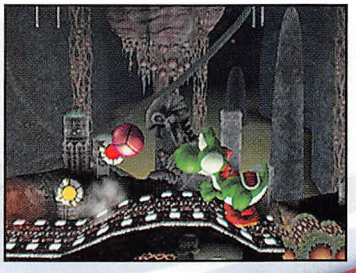
The energy-packed Screw Attack allows Samus to cut through airborne attackers. It's also an effective tool to use when you are out of jumping power and still far from the stage.

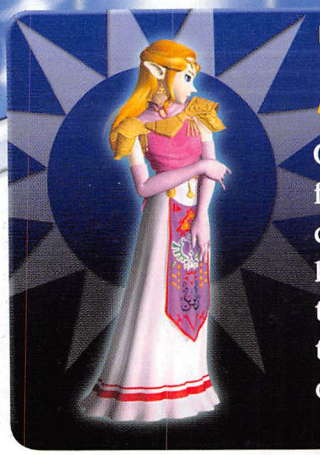


BOMB

+ B

Samus's powerful armor makes her impervious to her own bombs. You can propel her into the air by dropping a bomb and letting it explode around her. Blast off!

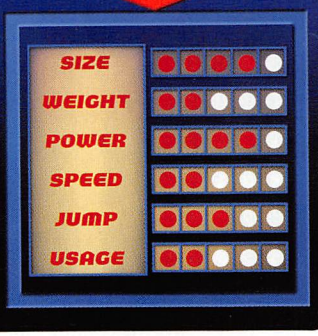




Zelda

Once the helpless princess, Zelda has become a worthy fighter in her own right. While she is not fast, she does have command over several strong magical attacks. Zelda shines in battle when she waits for her opponents to attack and counters them with magic. Her best magic trick is her transformation to Sheik, an athletic alter ego modeled after the members of the Sheikah tribe.

ATTRIBUTES



BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Short Flash	1-5%
A (while dashing)	Magical Push	3-13%
Left or Right + A	Mystic Swipe	6-13%
Up + A	Protective Sweep	6-11%
Down + A	Trip*	3-7%
Smash Left or Right + A	Shining Palm	1-22%
Smash Up + A	Power Sweep	1-20%
Smash Down + A	Compass Spin	6-15%
A Button (in air)	Magic Spin	1-13%
Forward + A (in air)	Lightning Kick	5-20%
Backward + A (in air)	Reverse Lightning Kick	5-20%

BUTTON COMBO	ATTACK NAME	DAMAGE
Up + A (in air)	Condensed Blast	7-13%
Down + A (in air)	Meteor Heel	4-8%
Z or (R + A)	Magical Hold	0%
A or Z (while holding)	Hex	1-3%
Forward (while holding)	Levitation	6-12%
Backward (while holding)	Reverse Levitation	6-11%
Up (while holding)	Levitation Launch	6-11%
Down (while holding)	Plasma Beat	1-9%

*Attack can be a Meteor Smash under certain conditions.

SPECIAL MOVES

NAYRU'S LOVE

B

When you press the B Button, Zelda will spin in place and surround herself with a magical aura. Nayru's Love damages nearby opponents and deflects long-range attacks.



DIN'S FIRE

+ B

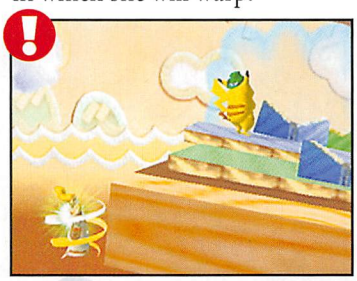
Press Left or Right on the Control Stick and hold B to summon Din's Fire. When the shot is in the air, press Up or Down to influence its movement, then let go of B when you want it to hit.



FARORE'S WIND

+ B

By pressing Up and B, you can make Zelda warp to another location. While Zelda is spinning in the air, use the Control Stick to influence the direction in which she will warp.



TRANSFORM

+ B

When you press Down on the Control Pad then press the B Button, Zelda will transform into Sheik, the nimble alter ego that she used to escape Ganondorf in Zelda: Ocarina of Time.



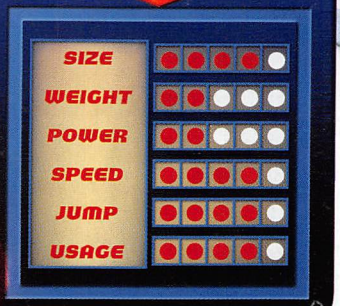
! Use this as your third jump to return to the stage

Sheik



The only way to bring Sheik out onto the stage is to select Zelda then have her transform into her nimble, athletic alter ego. Sheik is much faster than her counterpart, but her punching and kicking attacks are less powerful than the magical attacks that she can perform as Zelda. Her Needle Storm has a longer range than Din's Fire, but her warping Vanish move has a shorter range than Farore's Wind.

ATTRIBUTES



BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Slicing Blade	2-4%
A Button (second)Rapidly	Cutting Blade	2-3%
Tap A	Piercing Blade	1%
A (while dashing)	Gale Form	3-10%
Left or Right + A	Wheel Kick	3-7%
Up + A	Bow Form	2-11%
Down + A	Crouching Sweep	4-8%
Smash Left or Right + A	Double Snake	3-19%
Smash Up + A	Razor Wing	7-23%
Smash Down + A	Windmill	4-14%
A Button (in air)	Falling Leaves	7-13%

BUTTON COMBO	ATTACK NAME	DAMAGE
Forward + A (in air)	Hatchet	7-13%
Backward + A (in air)	Flying Swallow	3-14%
Up + A (in air)	Vortex Form	4-12%
Down + A (in air)	Butcher Bird	6-11%
Z or (R + A)	Grab	0%
A or Z (while holding)	Forearm	1-3%
Forward (while holding)	Battering Ram	1-8%
Backward (while holding)	Backlash	1-7%
Up (while holding)	Standing Crane	1-8%
Down (while holding)	Guillotine	1-18%

SPECIAL MOVES

TRANSFORM

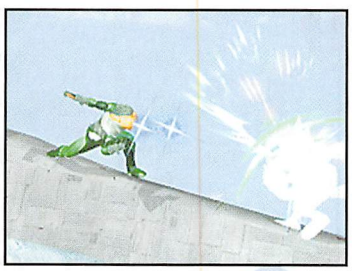


When you need the power of magic, press Down and B to transform back into Zelda. If Sheik or Zelda is hit during the transformation, she will not transform.



NEEDLE STORM

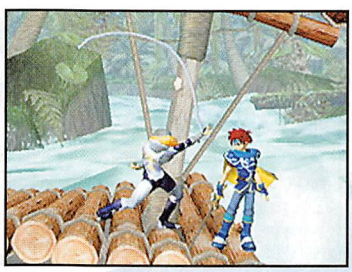
Sheik carries a pouch of throwing needles. As you hold down the B Button, she will remove the needles, one at a time. Release B to throw as many as six needles, all at once.



CHAIN



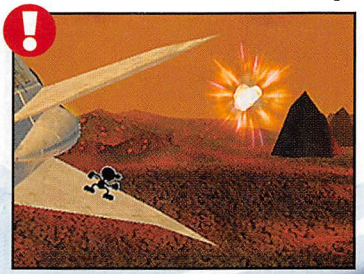
Press Left or Right and press and hold B to produce Sheik's whiplike weapon. Continue to hold the B Button and whip your opponent with the chain by moving the Control Stick.

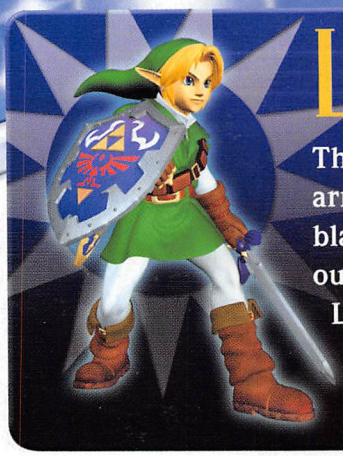


VANISH



Sheik's Vanish is an explosive warp move. She can release a flaming attack and warp to safety at the same time. Vanish warps the fighter half the distance of the Farore's Wind warp.





Link

The hero of Hyrule has been honing his sword-fighting and arrow-firing skills for more than a decade. Armed with a blade in his left hand and a shield in his right, Link can dish out attacks as well as he can defend against them. Because Link is burdened by a heavy arsenal of weapons, he does not have the speed or jumping ability of more nimble fighters.

ATTRIBUTES

SIZE	●●●●○
WEIGHT	●●●○○
POWER	●●●●○
SPEED	●●○○○
JUMP	●●●○○
USAGE	●●●○○

BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Slash	2-5%
A Button (second)	Counter Slash	1-3%
A Button (third)	Stab	3-6%
Rapidly Tap A	Illusion Stab	1%
A (while dashing)	Running Hack	6-12%
Left or Right + A	Sword Chop	7-15%
Up + A	Half-Moon Swipe	4-9%
Down + A	Grass Cutter*	6-11%
Smash Left or Right + A	Sword Slice, Double Sword Slice	7-18%
Smash Up + A	Triple Sword Swipe	2-20%
Smash Down + A	Sword Sweep	6-17%

BUTTON COMBO	ATTACK NAME	DAMAGE
A Button (in air)	Hylian Kick	3-9%
Forward + A (in air)	Spinning Sword	4-13%
Backward + A (in air)	Double Kick	3-13%
Up + A (in air)	Stab-Up	6-16%
Down + A (in air)	Sword Plant	10-27%
Z or (R + A)	Hookshot	0%
A or Z (while holding)	Hilt Strike	1-3%
Forward (while holding)	Kick Out	1-3%
Backward (while holding)	Reverse Kick Out	1-3%
Up (while holding)	Sword Launch	3-6%
Down (while holding)	Flying Elbow	2-4%

*Attack can be a Meteor Smash under certain conditions.

SPECIAL MOVES

BOW

B

Press and hold the B Button to pull back the arrow and press B again to fire the arrow. If you hold the B Button until the arrow's point glows, the arrow will fly farther and straighter.



BOOMERANG

+ B

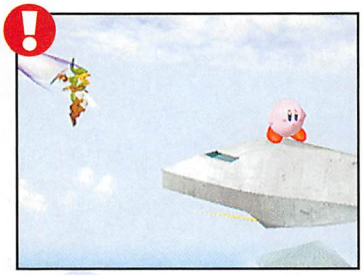
Tap the Control Stick Left or Right and press the B Button to toss Link's boomerang. You can influence the trajectory of the boomerang if you press Up or Down before the release.



SPIN ATTACK

+ B

Link's overall jumping ability is weak compared to that of other fighters. You can give Link an air boost and clear away airborne opponents by pushing Up on the Control Stick and B.



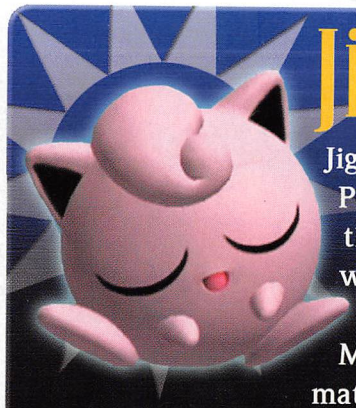
BOMB

+ B

After you pull a bomb from Link's pack by pressing Down and B, you'll have about five seconds before it explodes. Aim your toss with the Control Stick and press A to throw the bomb.



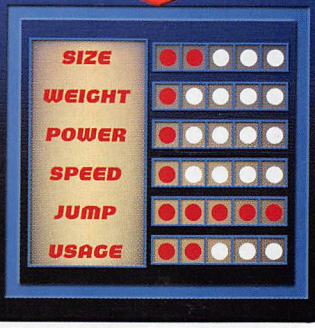
! Use this as your third jump to return to the stage



Jigglypuff

Jigglypuff spends a lot of time in the air. Not only does the Pokémon have incredible jumping ability, it also can be thrown around the arena quite a bit because of its light weight. Jigglypuff is the easiest hidden character to unlock. When you complete the one-player Classic or Adventure Mode on any difficulty setting or play more than 50 Vs. matches, Jigglypuff will appear to challenge you.

ATTRIBUTES



BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	**Left Jab**	**1-2%**
A Button (second)	**Right Jab**	**1-2%**
A (while dashing)	**Jiggly Ram**	**6-12%**
Left or Right + A	**Rolling Kick**	**5-10%**
Up + A	**Back Kick**	**4-9%**
Down + A	**Trip**	**5-10%**
Smash Left or Right + A	**Lunge Kick**	**7-23%**
Smash Up + A	**Headbutt**	**7-19%**
Smash Down + A	**Jiggly Split**	**6-16%**
A Button (in air)	**Jigglypuff Kick**	**4-12%**
Forward + A (in air)	**Drop Kick**	**3-12%**

BUTTON COMBO	ATTACK NAME	DAMAGE
Backward + A (in air)	**Spinning Back Kick**	**6-12%**
Up + A (in air)	**Mow Down**	**6-12%**
Down + A (in air)	**Spinning Kick***	**1-14%**
Z or (R + A)	**Grab**	**0%**
A or Z (while holding)	**Slap**	**1-3%**
Forward (while holding)	**Bumper**	**3-12%**
Backward (while holding)	**Back Buster**	**5-10%**
Up (while holding)	**Puff Launch**	**6-11%**
Down (while holding)	**Grinder**	**1-8%**

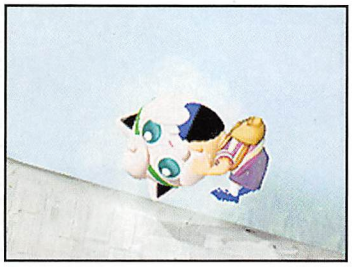
*Attack can be a Meteor Smash under certain conditions.

SPECIAL MOVES

ROLLOUT

B

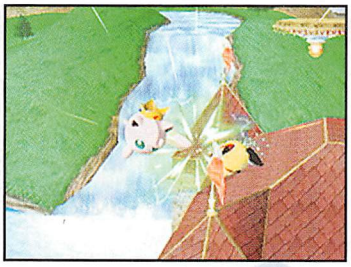
You can turn Jigglypuff into an out-of-control ball of fury. Press and hold the B Button to charge its Rollout attack, then release the button to let it go. It will stop after colliding with the target.



POUND

 + B

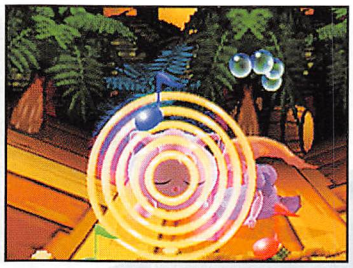
Smash Left or Right and hit the B Button to make Jigglypuff send out a strong left jab. The Pound move is powerful enough to hit opponents who guard themselves with shields.



SING

 + B

When you press Up and B, Jigglypuff will sing a short song, surrounded by a circular field. If the field touches a ground-bound foe, the foe will fall asleep for a short time.



REST

 + B

When the center of Jigglypuff's body is in contact with a foe, the move will launch the enemy off the stage very quickly, then Jigglypuff will rest for three seconds. It's a risky move.

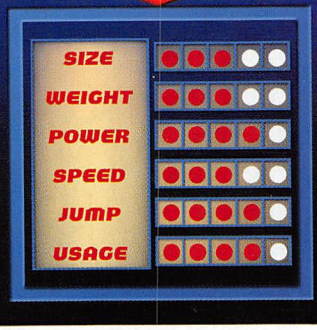




Mewtwo

Mewtwo brings a host of powerful psychic moves over from the world of Pokémon. Mewtwo has plenty of countering and disabling attacks, making the Pokémon effective when on the defensive. Mewtwo has very little traction, so be careful not to get pushed off the level. Mewtwo will appear to challenge you after you play 20 hours of 1-P or Vs. Mode or after you play more than 700 Vs. Mode matches.

ATTRIBUTES



BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Dark Flash	3-6%
Rapidly Tap A	Dark Flame	1-2%
A (while dashing)	Dark Torch	3-9%
Left or Right + A	Tail Whip	2-10%
Up + A	Flip	2-10%
Down + A	Tail Sweep	2-9%
Smash Left or Right + A	Shadow Blast	6-27%
Smash Up + A	Galaxy Force	1-20%
Smash Down + A	Shadow Bomb	8-20%
A Button (in air)	Body Spark	1-16%
Forward + A (in air)	Shadow Scratch	7-14%

BUTTON COMBO	ATTACK NAME	DAMAGE
Backward + A (in air)	Tail Flick	4-13%
Up + A (in air)	Somersault Kick	5-12%
Down + A (in air)	Meteor Kick	7-16%
Z or (R + A)	Psychic	0%
A or Z (while holding)	Dark Shock	1-3%
Forward (while holding)	Shadow Cannon	1-8%
Backward (while holding)	Telekinesis	6-11%
Up (while holding)	Psychic Whirlwind	6-17%
Down (while holding)	Tail Slap	2-11%

SPECIAL MOVES

SHADOW BALL

B

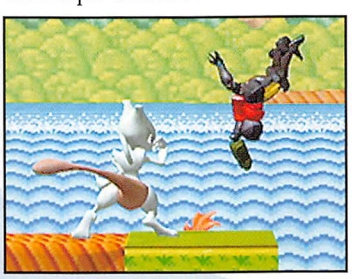
Hold down the B Button to charge up a powerful projectile attack. Press B again to launch the ball forward. If an enemy touches the ball while it is charging, he or she will take damage.



CONFUSION

+ B

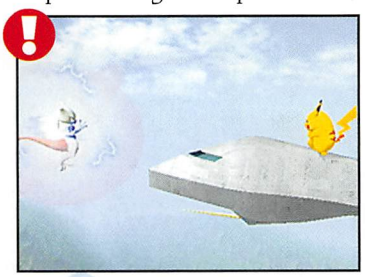
Press toward a nearby enemy and tap the B Button to put the foe on his or her backside. The attack also reflects projectile attacks, but its short time span makes the technique difficult.



TELEPORT

+ B

If Mewtwo is knocked off a platform, press Up and B then quickly press the Control Stick in the direction you need to go. You will be invisible, but you won't be able to pass through solid platforms.



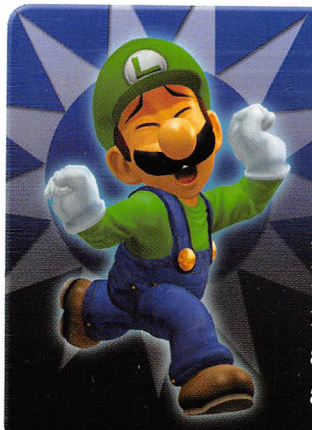
DISABLE

+ B

Press Down and B while standing face-to-face with your opponent to stun him or her briefly. Your foe will be stunned for about one second, so use that time to perform a Smash attack.



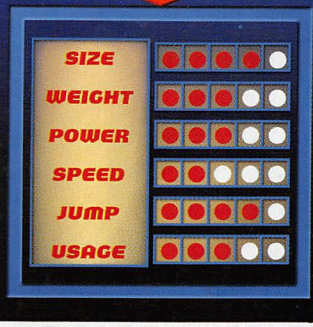
! Use this as your third jump to return to the stage



Luigi

Luigi returns to the fray with all of his moves from the first Super Smash Bros., plus a few new, potent attacks. His abilities are a little different from his bro's, but his weight and size make him as physically balanced as Mario. You'll have an opportunity to add Luigi to your cast of characters after you make him appear in Adventure mode. See page 53 for more info. He'll also appear after you play more than 800 Vs. Matches.

ATTRIBUTES



BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	**Left Jab**	**1-3%**
A Button (second)	**Right Jab**	**1-2%**
A Button (third)	**Plumber's Rump**	**2-5%**
A (while dashing)	**Fists of Fear**	**1-11%**
Left or Right + A	**Plumber Kick**	**5-10%**
Up + A	**Cat Punch**	**4-9%**
Down + A	**Heel Kick**	**4-9%**
Smash Left or Right + A	**Trowel Stab**	**7-19%**
Smash Up + A	**Lead Headbutt**	**9-23%**
Smash Down + A	**Breakdance Sweep**	**9-23%**
A Button (in air)	**Plumber's Boot**	**4-15%**

BUTTON COMBO	ATTACK NAME	DAMAGE
Forward + A (in air)	**Chop Chop**	**6-12%**
Backward + A (in air)	**Drop Kick**	**6-11%**
Up + A (in air)	**Bicycle Kick**	**7-13%**
Down + A (in air)	**Screwdriver Kick***	**8-16%**
Z or (R + A)	**Grab**	**0%**
A or Z (while holding)	**Clutch Headbutt**	**1-3%**
Forward (while holding)	**Heave-Ho**	**4-7%**
Backward (while holding)	**Airplane Swing**	**5-10%**
Up (while holding)	**Luigi Launch**	**4-7%**
Down (while holding)	**Down the Drain**	**3-7%**
Up on the Control Pad	**Taunt**	**1%**

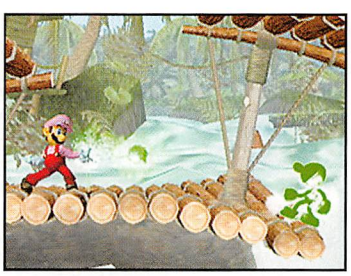
*Attack can be a Meteor Smash under certain conditions.

SPECIAL MOVES

FIREBALL

B

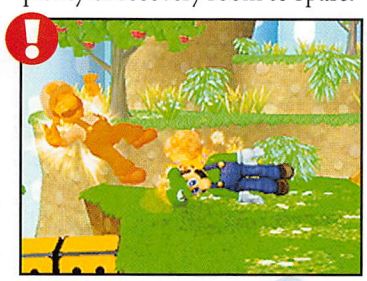
Luigi's Fireball fires straight ahead but is slower than Mario's Fireball. Throw an enemy off the level, then toss Fireballs to prevent him or her from returning to the level.



GREEN MISSILE

+ B

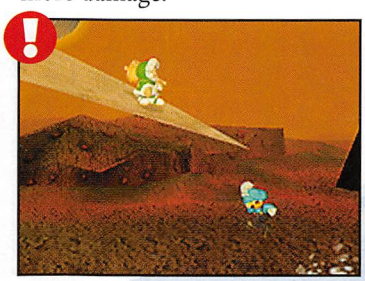
The strength of the Green Missile is determined by how long you hold B. There is a 1-in-8 chance that Luigi will launch himself off the level, so use the attack with plenty of recovery room to spare.



SUPER JUMP PUNCH

+ B

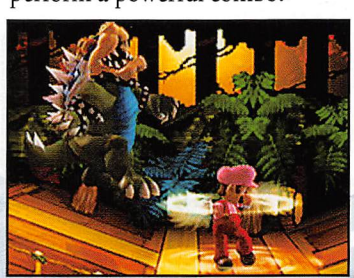
Tap Up and B while touching an enemy on the ground to blast him or her into the air. Unlike Mario's Super Jump Punch, it hits only once but causes much more damage.



LUIGI CYCLONE

+ B

The Luigi Cyclone will juggle your foe in the air a couple of times before crashing him or her down next to you. Ready a Smash attack while the opponent is falling to perform a powerful combo.

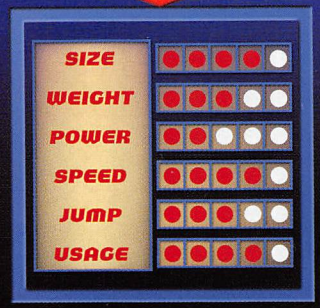




Marth

Marth might be unfamiliar to gamers outside of Japan, where he starred in the popular RPG series Fire Emblem, but his fighting talents, including a long reach and blazing quickness, are legend the world over. Marth comes equipped with his sword, Falchion, which is lightning-quick but not especially powerful. He will challenge you after you've used all 14 original characters in either Vs. or 1-P Mode, or after you've played more than 400 Vs. Mode matches.

ATTRIBUTES



BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	**Slash**	**2-6%**
A Button (second)	**Counter Slash**	**3-6%**
A (while dashing)	**Raid Chop**	**4-12%**
Left or Right + A	**Sharp Edge**	**4-13%**
Up + A	**Anti-Air Slash**	**4-12%**
Down + A	**Low Stab**	**4-10%**
Smash Left or Right + A	**Dragon Killer**	**7-27%**
Smash Up + A	**Justice Sword**	**4-24%**
Smash Down + A	**Whirlwind Blade**	**6-21%**
A Button (in air)	**Double Slash**	**2-13%**
Forward + A (in air)	**Aerial Swipe**	**4-13%**

BUTTON COMBO	ATTACK NAME	DAMAGE
Backward + A (in air)	**About Face**	**4-13%**
Up + A (in air)	**Luna Slash**	**4-13%**
Down + A (in air)	**Half Moon**	**4-13%**
Z or (R + A)	**Grab**	**0%**
A or Z (while holding)	**Knee**	**1-3%**
Forward (while holding)	**Bounce**	**2-4%**
Backward (while holding)	**Throw Away**	**2-4%**
Up (while holding)	**Emblem Toss**	**2-4%**
Down (while holding)	**Slam**	**2-5%**

SPECIAL MOVES

SHIELD BREAKER

B

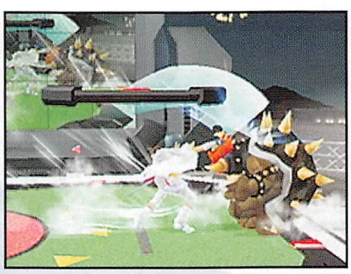
Simply press the B Button for a Shield Breaker. The longer you hold down B, the more powerful the move becomes. Use it on foes who are near the edge of a platform.



DANCING BLADE



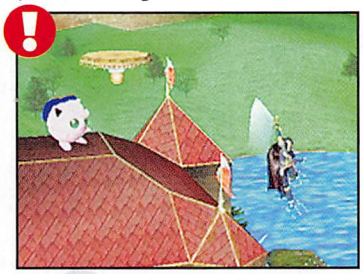
Hit Left or Right and B quickly up to four times in a row. If you wish, you can follow with any direction and B to create slashing combos. Hit forward plus B twice, then Down plus B to unleash a Meteor Smash.



DOLPHIN SLASH



Attack an airborne foe with the Dolphin Slash. Smash Up and B to leap into the air with your sword pointed skyward. It can also be used as a third jump if you're falling.



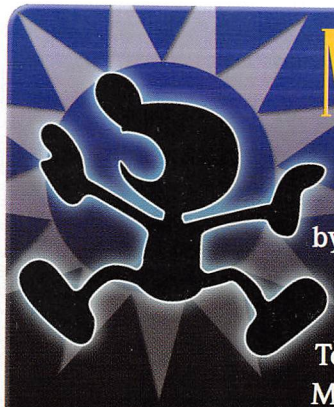
COUNTER



Smash Down and B to activate the Counter, which unleashes a sword slash if you are attacked while the move is active. Marth will flash while the move is in effect.



! Use this as your third jump to return to the stage



Mr. Game & Watch

The original Mr. Game & Watch debuted in 1980 and has appeared in over 30 games since. Boasting a distinctive frame-by-frame style of movement and a truly bizarre assortment of weapons and items, Mr. Game & Watch is one of the game's most enjoyable characters. Clear Classic, Adventure or Target Test with all the characters except Mr. Game & Watch, or play Vs. Mode more than 1000 times to draw out Mr. Game & Watch.

ATTRIBUTES

SIZE	●●○○○
WEIGHT	●○○○○
POWER	●●○○○
SPEED	●●●○○
JUMP	●●●○○
USAGE	●●○○○

BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Green House	1-3%
Rapidly Tap A	Green House	1-3%
A (while dashing)	Helmet	4-9%
Left or Right + A	Lion	5-10%
Up + A	Flag Man	4-9%
Down + A	Manhole	4-12%
Smash Left or Right + A	Fire Attack	3-24%
Smash Up + A	Octopus	9-24%
Smash Down + A	Vermin	5-21%
A Button (in air)	Parachute	8-16%
Forward + A (in air)	Cement Factory	3-16%

BUTTON COMBO	ATTACK NAME	DAMAGE
Backward + A (in air)	Turtle Bridge	1-18%
Up + A (in air)	Spit Ball Sparky	3-15%
Down + A (in air)	Donkey Kong Jr.*	3-14%
Z or (R + A)	Grab	0%
A or Z (while holding)	Alarm	1-3%
Forward (while holding)	Forward Ball	4-8%
Backward (while holding)	Backward Ball	4-8%
Up (while holding)	Vertical Ball	4-8%
Down (while holding)	Drop Ball	4-8%

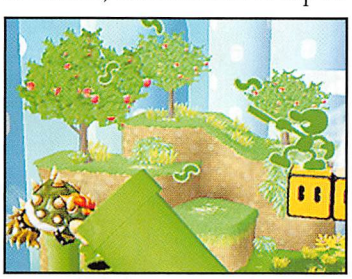
*Attack can be a Meteor Smash under certain conditions.

SPECIAL MOVES

CHEF

(B)

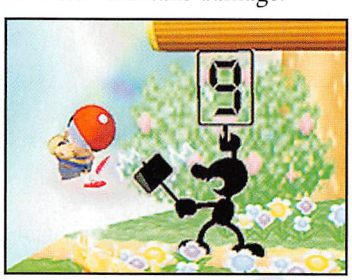
Smack a sucker with sizzling sausages by pressing the B Button. You can throw only five sausages at a time› You'll eventually toss all five if you hold the B Button, but it's faster to tap it.



JUDGMENT

(Left/Right) + (B)

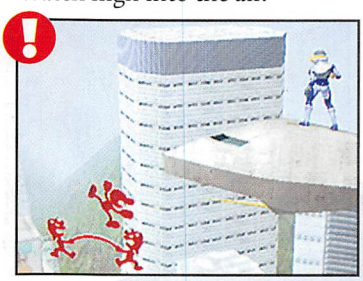
Smash Left or Right and B to unleash Judgment. The attack may cause damage or drop food, fire or ice into the arena. If the number one appears, Mr. Game & Watch will take damage.



FIRE

(Up) + (B)

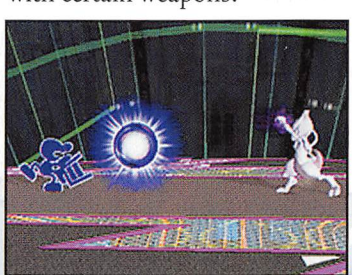
Get a spring in your step by pressing Up and B. The move calls two firefighters and a trampoline to your current position, and then bounces Mr. Game & Watch high into the air.



OIL PANIC

(Down) + (B)

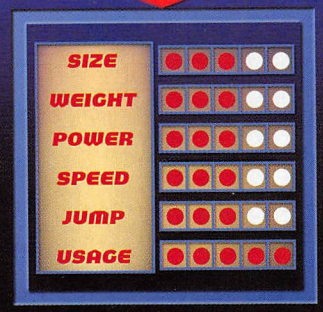
You can catch projectiles in a bucket by Smashing Down and B. Once you catch three shots, you can throw the energy back at your foe. The move works only with certain weapons.





Dr. Mario

Germ fighter Dr. Mario steps into the fray with the same fighting skills as Mario. Dr. Mario is slightly slower than the plumber, but his Megavitamins pack more of a punch than Mario's fireballs and his Super Sheet is bigger than Mario's Cape. You can schedule an appointment with the doctor if you complete a one-player Regular Match run with Mario, using no continues, or play Vs. Mode more than 100 times.



BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	**Left Jab**	**2-4%**
A Button (second)	**Right Cross**	**1-3%**
A Button (third)	**Toe Kick**	**3-6%**
A (while dashing)	**Slide**	**4-9%**
Left or Right + A	**Dr. Kick**	**3-9%**
Up + A	**Uppercut**	**4-10%**
Down + A	**Reflex Test**	**4-9%**
Smash Left or Right + A	**Defibrillator**	**9-27%**
Smash Up + A	**Ear, Nose and Throat**	**7-21%**
Smash Down + A	**Surgical Sweep**	**8-24%**
A Button (in air)	**Dr. Kick**	**5-14%**

BUTTON COMBO	ATTACK NAME	DAMAGE
Forward + A (in air)	**Dr. Punch**	**8-17%**
Backward + A (in air)	**Drop Kick, M.D.**	**3-8%**
Up + A (in air)	**Bicycle Kick**	**5-10%**
Down + A (in air)	**Bone Drill**	**1-19%**
Z or (R + A)	**Grab**	**0%**
A or Z (while holding)	**Eye Exam**	**1-3%**
Forward (while holding)	**Routine Physical**	**4-9%**
Backward (while holding)	**Traction**	**6-12%**
Up (while holding)	**Check Up**	**4-8%**
Down (while holding)	**Hospital Bed**	**3-6%**

SPECIAL MOVES

MEGAVITAMINS

B

Dr. Mario's Megavitamins dish out slightly more damage than Mario's Fireballs. They also have a wilder trajectory. Press the B Button to send a capsule flying toward your foe.



SUPER SHEET

+ B

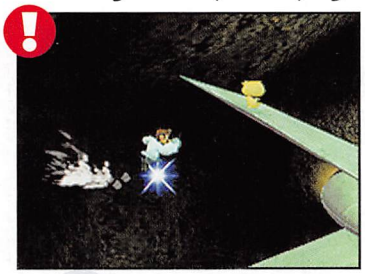
Press the Control Stick Left or Right and hit the B Button to slap foes with the Super Sheet. Compared to Mario's Cape, the sheet has a shorter horizontal range but higher vertical range.



SUPER JUMP PUNCH

+ B

Even though Mario is wearing doctor's gear, he is still Mario and he still can jump. Dr. Mario's Super Jump Punch is identical to Mario's big-air move. Use it for more height while you're flying.



DR. TORNADO

+ B

The whirling dervish that is Dr. Mario's Dr. Tornado sends foes flying to the left or right, while Mario's Tornado move sends foes straight up. Press Down and B to start turning.



! Use this move as your third jump to return to the stage



Ganondorf

The dramatic villain from The Legend of Zelda: Ocarina of Time is slow and not a great jumper, but he is big and strong. Since other fighters can run circles around him, he may be at a disadvantage in one-on-one battles, but he holds his own in melees. You'll put Ganondorf into your stable of fighters when you complete the Lv. 29 Event Match, Triforce Gathering, or after you play Vs. Mode more than 600 times.

ATTRIBUTES

SIZE	●●●●●
WEIGHT	●●●●●
POWER	●●●●●
SPEED	●●○○○
JUMP	●●●○○
USAGE	●●○○○

BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Thunder Punch	3-7%
A (while dashing)	Iron Shoulder	5-14%
Left or Right + A	Armor Crusher	6-13%
Up + A	Volcano Kick	14-27%
Down + A	Sweeping Snake	6-12%
Smash Left or Right + A	Nightmare Lunge	12-30%
Smash Up + A	Tornado Kick	10-53%
Smash Down + A	Leg Whip	4-21%
A Button (in air)	Swooping Keese	6-22%
Forward + A (in air)	Skull Crusher	9-17%
Backward + A (in air)	Hidden Gauntlet	8-16%

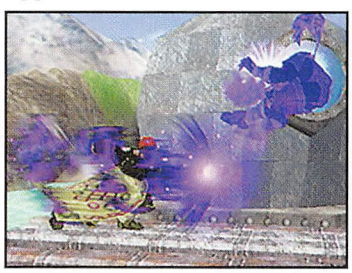
BUTTON COMBO	ATTACK NAME	DAMAGE
Up + A (in air)	Vulture Kick	3-13%
Down + A (in air)	Thunder Drop	12-22%
Z or (R + A)	Grab	0%
A or Z (while holding)	Armored Knee	1-3%
Forward (while holding)	Gut Punch	2-9%
Backward (while holding)	Blind Mule Kick	2-9%
Up (while holding)	Jaw Breaker	1-7%
Down (while holding)	Dirt Nap	3-7%

SPECIAL MOVES

WARLOCK PUNCH

B

Even though it takes about a second-and-a-half to power up and execute, Ganondorf's Warlock Punch is an effective attack. When Ganondorf connects, his opponent flies far.



GERUDO DRAGON

→ + B

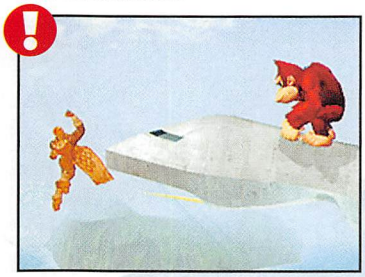
Push the Control Stick in the direction of your opponent and press the B Button to execute a fierce lunging-forward uppercut. It's a great beginning to a big combination attack.



DARK DIVE

↑ + B

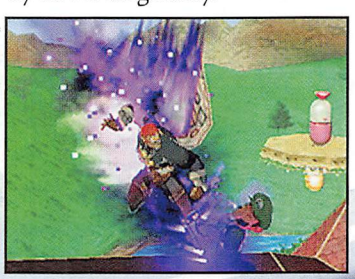
Since Ganondorf is a weak jumper, you'll find that his Dark Dive is useful when you need big air. It gives the fighter a big upward thrust and he can catch opponents and shock them.

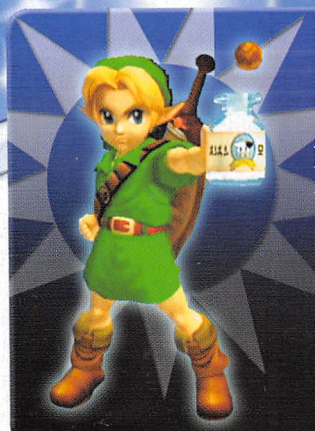


WIZARD'S FOOT

↓ + B

When you push Down and B to execute the Wizard's Foot attack, Ganondorf will blaze a trail across the stage. If you use the Wizard's Foot from the air, you'll fly down diagonally.





Young Link

Link came of age as a fighter when he was still a boy. The younger version of the hero has the same fighting style as the more mature version, but with more speed and less power. He's a smaller target than older Link and very wily. The kid adventurer will join your SSBM roster when you complete the Adventure Mode or Classic Mode with 10 characters or after you play Vs. Mode more than 500 times.

ATTRIBUTES

SIZE	●●●○○
WEIGHT	●●○○○
POWER	●●●○○
SPEED	●●●●○
JUMP	●●●○○
USAGE	●●●●○

BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Slash	1-3%
A Button (second)	Counter Slash	1-2%
A Button (third)	Stab	2-5%
Rapidly Tap A	Illusion Stab	1%
A (while dashing)	Running Hack	5-11%
Left or Right + A	Sword Chop	5-12%
Up + A	Half-Moon Swipe	4-8%
Down + A	Grass Cutter*	3-10%
Smash Left or Right + A	Sword Slice, Double Sword Slice	5-24%
Smash Up + A	Triple Sword Swipe	7-15%
Smash Down + A	Sword Sweep	3-17%

BUTTON COMBO	ATTACK NAME	DAMAGE
A Button (in air)	Hylian Kick	4-12%
Forward + A (in air)	Spinning Sword	2-12%
Backward + A (in air)	Double Kick	3-13%
Up + A (in air)	Stab Up	6-15%
Down + A (in air)	Sword Plant*	4-17%
Z or (R + A)	Hookshot	0%
A or Z (while holding)	Hilt Strike	1-3%
Forward (while holding)	Kick Out	1-6%
Backward (while holding)	Reverse Kick Out	1-6%
Up (while holding)	Sword Launch	1-6%
Down (while holding)	Flying Elbow	1-6%

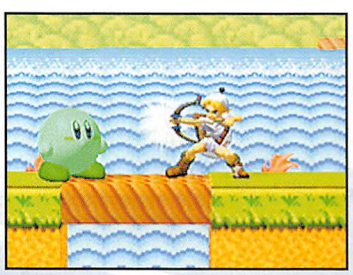
*Attack can be a Meteor Smash under certain conditions.

SPECIAL MOVES

FIRE BOW

(B)

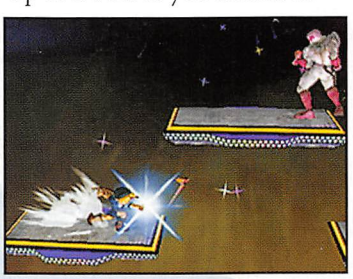
The young hero fires a flaming arrow with a red tip. When you hold the B Button and release after a few seconds, the arrow will fly far. Tap the button to let the arrow arc.



BOOMERANG

(Left or Right) + (B)

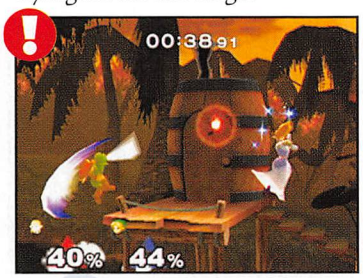
While Young Link can't throw his boomerang as far as his older incarnation, he does have more control over its trajectory. Push Left or Right and B, then push Up or Down as you release it.



SPIN ATTACK

(Up) + (B)

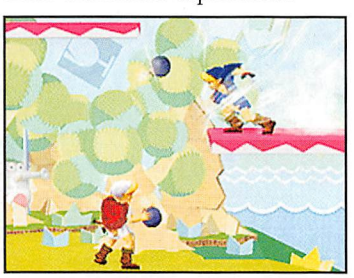
When Young Link executes his superfast whirling sword attack, he can hit his enemies several times. The older Link hits enemies only once and sends them flying across the stage.



BOMB

(Down) + (B)

Press Down and B to produce a bomb, then push A to toss it. Young Link's bomb is smaller than the bomb that his older version carries, but it hits enemies with more explosions.



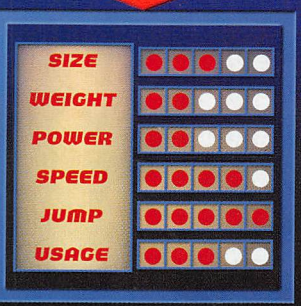
! Use this move as your third jump to return to the stage



Falco

The battling bird of Star Fox fame will be part of your fighting force when you survive a 100-Man Melee with any player or after you play the Vs. Mode more than 300 times. The precise pilot is also a quick and exacting fighter. He can fly high and execute punch-and-kick combos with incredible speed. Falco's Blaster takes some time to charge, but the shot stops targets in their tracks.

ATTRIBUTES



BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Jab	2-4%
A Button (second)	Straight	2-4%
Rapidly Tap A	Rapid Kick	1%
A (while dashing)	Jumping Side Kick	3-9%
Left or Right + A	Bird Kick	4-9%
Up + A	Back Kick	4-9%
Down + A	Bird Sweep	7-13%
Smash Left or Right + A	Roundhouse Kick	7-23%
Smash Up + A	Flip Kick	7-19%
Smash Down + A	Falco Split	8-21%
A Button (in air)	Flying Kick	4-12%

BUTTON COMBO	ATTACK NAME	DAMAGE
Forward + A (in air)	Cyclone Kick	2-27%
Backward + A (in air)	Reverse Spin Kick	4-15%
Up + A (in air)	Falco Flip	3-15%
Down + A (in air)	Air Drill	4-12%
Z or (R + A)	Grab	0%
A or Z (while holding)	Knee	1-3%
Forward (while holding)	Elbow Bash	2-7%
Backward (while holding)	Skeet Blaster	1-7%
Up (while holding)	Star Blaster	1-7%
Down (while holding)	Floor Blaster	1-4%

SPECIAL MOVES

BLASTER

B

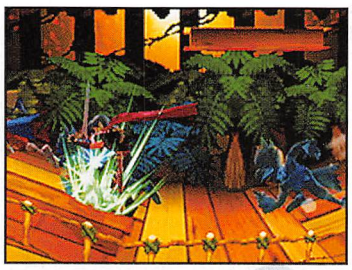
Fox McCloud has a fast-firing Blaster that doesn't faze its targets. Falco's Blaster takes nearly a second to charge, but it is more powerful than Fox's weapon and it stuns foes.



FALCO PHANTASM

+ B

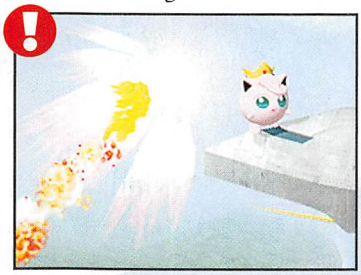
Push Left or Right on the Control Stick and hit the B Button to make the bird flash forward with a burst of energy. He'll fly through his target and damage it a bit as well.



FIRE BIRD

+ B

When you initiate the Fire Bird attack by pressing Up and B, Falco will pause for a moment and charge up. While Falco charges, use the Control Stick to aim his blazing attack.



REFLECTOR

+ B

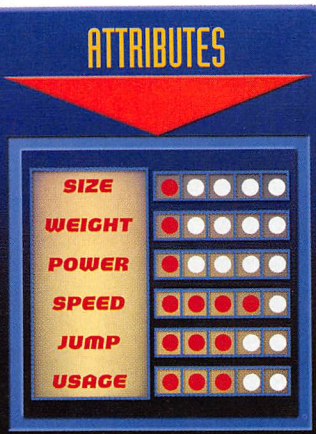
Press Down and B to surround Falco with a force field that reflects enemy fire and thrown items. Hold the controls down to continue the force field's charge as long as you need it.



Pichu



You'll catch Pichu after you complete the Lv. 37 Event Match, Legendary Pokémon, or after you play Vs. Mode more than 200 times. The Electric-type Pokémon is similar in ability to Pikachu but is a little more nimble. Pichu is not a good choice for beginning players. The character is weak, and its arsenal of stronger special moves hits Pichu for some damage. Practice with Pichu before you try to take it through a full match.



BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Headbutt	1-2%
A (while dashing)	Running Headbutt	4-8%
Left or Right + A	Pichu Kick	4-8%
Up + A	Tail Smack	3-6%
Down + A	Tail Sweep	3-7%
Smash Left or Right + A	Thundershock	1-20%
Smash Up + A	Jumping Headbutt	8-21%
Smash Down + A	Spinning Mouse	7-17%
A Button (in air)	Pichu Roll	4-12%
Forward + A (in air)	Electric Drill	1-7%
Backward + A (in air)	Glider	4-9%

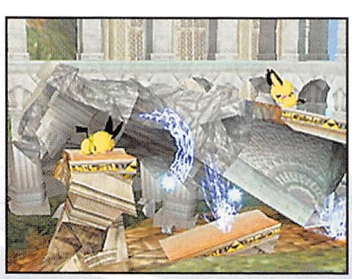
BUTTON COMBO	ATTACK NAME	DAMAGE
Up + A (in air)	Tail Chop	2-4%
Down + A (in air)	Electric Screw	2-15%
Z or (R + A)	Grab	0%
A or Z (while holding)	Electric Shock	1-3%
Forward (while holding)	Electrocution	1-5%
Backward (while holding)	Submission	4-9%
Up (while holding)	Electric Skull	2-10%
Down (while holding)	Electric Slam	2-10%

SPECIAL MOVES

THUNDER JOLT

B

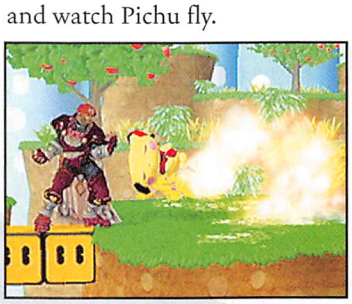
Pichu's B-Button Thunder Jolt is similar to Pikachu's attack of the same name. When Pichu executes the move, the Pokémon incurs some damage.



SKULL BASH

+ B

Push the Control Stick Left or Right and Press and hold the B Button to charge up Pichu's attack. When you're ready to blast off, release the B Button and watch Pichu fly.



QUICK ATTACK

+ B

Pichu's high-flying Quick Attack can help the Pokémon return to the stage after it has spent its jumps. Press Up and B then two directions—Pichu will fly in the two directions you've selected.



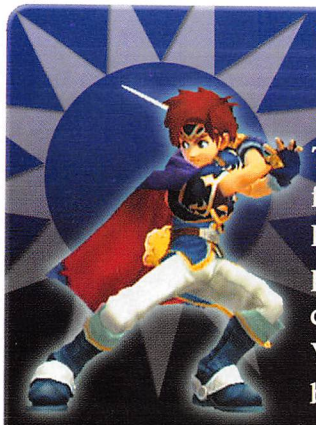
THUNDER

+ B

When you push the Control Stick Down and hit the B Button, Pichu will call a lightning bolt down from the sky and hit all enemies in the immediate area. Kaboom!



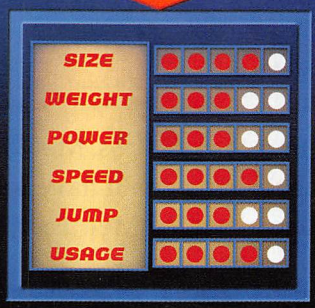
! Use this move as your third jump to return to the stage



Roy

The mysterious swordsman Roy is a blade-swinging battler from the upcoming Japanese Game Boy Advance RPG Fire Emblem. The hero will join your party after you play a single-player Regular Match run with his partner, Marth (using no continues) or after you play Vs. Mode more than 900 times. You'll get the best results if you get close to your enemies before launching Roy's sword attacks.

ATTRIBUTES



BUTTON COMBO	ATTACK NAME	DAMAGE
A Button	Slash	1-5%
A (while dashing)	Raid Chop	3-12%
Left or Right + A	Sharp Edge	3-12%
Up + A	Anti-Air Slash	3-10%
Down + A	Low Stab	3-12%
Smash Left or Right + A	Dragon Killer	6-27%
Smash Up + A	Flame Sword	1-12%
Smash Down + A	Whirlwind Blade	4-28%
A Button (in air)	Double Slash	2-11%
Forward + A (in air)	Aerial Swipe	2-8%
Backward + A (in air)	About Face	3-9%

BUTTON COMBO	ATTACK NAME	DAMAGE
Up + A (in air)	Luna Slash	3-9%
Down + A (in air)	Half Moon*	3-9%
Z or (R + A)	Grab	0%
A or Z (while holding)	Knee	1-3%
Forward (while holding)	Bounce	2-5%
Backward (while holding)	Throw Away	2-5%
Up (while holding)	Emblem Toss	2-5%
Down (while holding)	Slam	3-6%

*Attack can be a Meteor Smash under certain conditions.

SPECIAL MOVES

FLARE BLADE

(B)

Another name for the awesome Flare Blade is Shield Breaker. When you press and hold the B Button for about five seconds and let it go at full power, the slash will bring down the house.



DOUBLE-EDGE DANCE

(Left or Right) + (B)

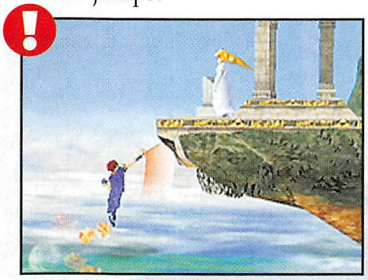
Hit Left or Right and the B Button quickly four times in a row to execute a four-move slashing combo that will put you on the offensive.



BLAZER

(Up) + (B)

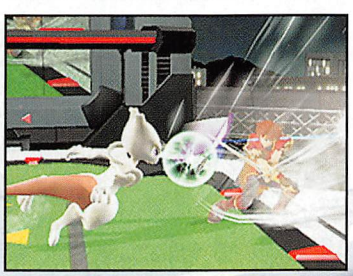
Roy's third jump is a high-flying, sword-swinging move that gives him big air and damages nearby enemies at the same time. Use it to return to the stage after you're out of jumps.



COUNTER

(Down) + (B)

If your foe is about to try a big hand-to-hand attack, press and hold Down on Control Stick and the B Button. If your timing is right, Roy will counter the foe's attack with his sword.



CUSTOMIZED COMBAT



Super Smash Bros. Melee is a beautifully balanced fighting game—so that means you'll have to mess it up yourself in the Custom Rules and Special Melee Menus.

MY GAME, MY RULES

While in Vs. Mode, you can access a Custom Rules menu that lets you tinker with the game settings. You can set the type of fighting you like, adjust the number of lives, increase the damage characters take, choose what items appear, set handicaps and access additional rules. The Additional Rules menu lets you adjust details such as time limits and displays.



Once you start fiddling with the different settings in the Custom Rules menu, you'll discover how important seemingly minor game play details can be.

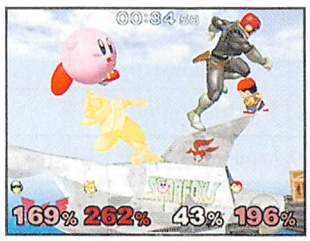


RECIPES FOR DESTRUCTION

You can create your own special scenarios using the Custom Rules menu in conjunction with various mode selections. The Special Melee selections can become even more special if you add extra elements. Try out the following combinations.

MONSTER MELEE

Select a very high frequency of Super Mushrooms then select Giant Melee for a supersized battle between colossal combatants.



BLADE MELEE

Select the Single-Button Mode in the Special Melee, then select only characters with swords for a contest of clanging blades.



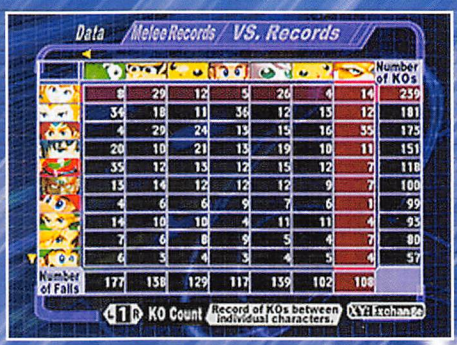
CORPS MELEE

Turn on the Handicap option in the Custom Rules menu, then use three weak human-controlled characters against one strong CPU-controlled character.



THIS WILL GO DOWN ON YOUR PERMANENT RECORD

It's no big deal if you lose a battle here and there, right? People will forget all about it, right? Wrong! If you play with a Memory Card in your Nintendo GameCube, the stats from all your battles will be added to the data in the various Melee Records menus. The records show detailed information for each character and also a running tally of victories and defeats in the battles between different characters.





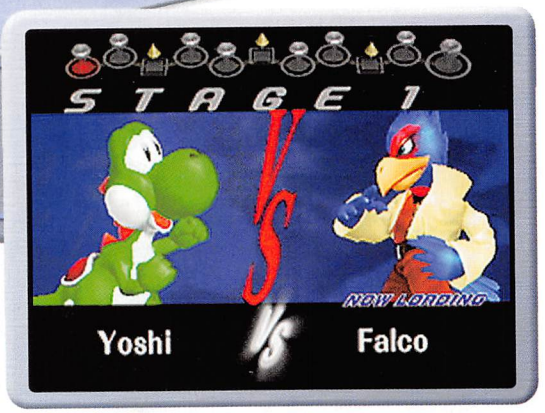
1-P MODE





REGULAR MATCH

CLASSIC



Classic Mode is similar to the one-player mode in the original Super Smash Bros. There are 11 stages to complete. Classic Mode is much simpler and shorter than Adventure Mode.

CLASSIC STAGES

You will encounter five different types of battles in Classic Mode. The most common is the Normal Melee—four of the stages fall under that category. The opponents you'll face in each stage appear randomly.

STAGE 1	NORMAL MELEE
STAGE 2	TEAM MELEE
STAGE 3	BONUS STAGE
STAGE 4	NORMAL MELEE
STAGE 5	GIANT MELEE
STAGE 6	BONUS STAGE
STAGE 7	NORMAL MELEE
STAGE 8	MULTI-MAN MELEE
STAGE 9	BONUS STAGE
STAGE 10	NORMAL MELEE (METAL)
STAGE 11	VS. MASTER HAND

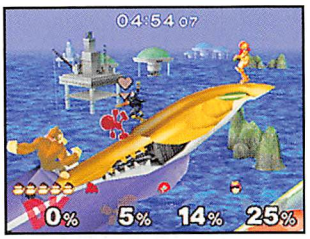
NORMAL MELEE

Normal Melee pits your fighter against one computer opponent. Your strategy is simple, for there is only one challenger you need to defeat. Stage 10 is a slight variation on the Normal Melee theme.



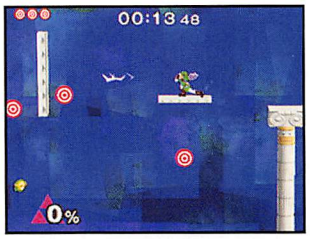
TEAM MELEE

You'll fight alongside a computer-controlled partner in Team Melee, where your team will take on two opponents.



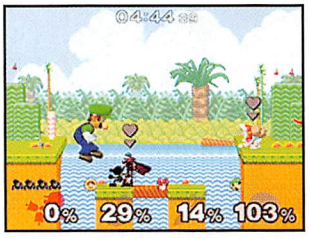
BONUS STAGE

None of the three Bonus Stages involves battles of any type. Instead, you will break targets, catch trophies and earn coins.



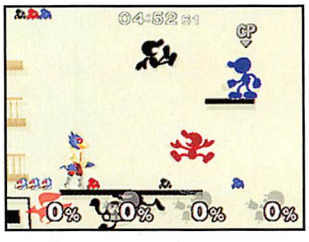
GIANT MELEE

Two computer-controlled partners will help you battle one giant opponent in Giant Melee. The giants are heavy and very powerful.



MULTI-MAN MELEE

Ten slightly weak but persistent enemies will test your skills in Multi-Man Melee. You'll start off with three opponents, and as you defeat one, another will appear, until you've taken down all 10.



STAGES 1, 4, 7 & 10 — NORMAL MELEE

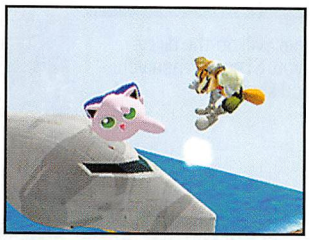
MELEE TIME = 5 Min.

HONE YOUR BATTLING SKILLS

Your opponents are randomly selected every time you play Normal Melee. You should tailor your attack style based on the general weight and speed of the character you're facing. Each of the characters fits into one of the three basic types.

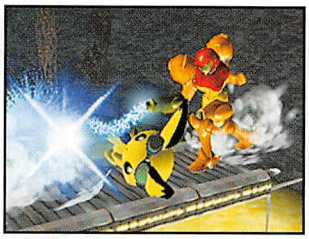
AGAINST TYPE 1

Try an aggressive onslaught against Type 1 characters. Use your strongest attacks, including charged-up Smash attacks, to try to knock the lightweights off the stage. You can send the types flying even when they're only slightly damaged.



AGAINST TYPE 2

You must be careful when battling Type 2 characters. They are well-balanced and less susceptible to aggressive tactics. Balance your game play between attacking and defending to add to their damage slowly without taking too much yourself.



AGAINST TYPE 3

Long-range attacks are an excellent way to increase a Type 3 opponent's damage safely. If you're not using a Type 3 character yourself, you can use your speed advantage to dash in close, attack the large opponent, then run away before he can retaliate.



OPPONENT TYPE

TYPE 1 — LIGHT & FAST

- PIKACHU
- PEACH
- FOX
- NESS
- ICE CLIMBERS
- KIRBY
- ZELDA/SHEIK
- JIGGLYPUFF
- YOUNG LINK
- FALCO
- PICHU

TYPE 2 — BALANCED

- MARIO
- YOSHI
- CAPTAIN FALCON
- SAMUS
- LINK
- MEWTWO
- LUIGI
- MARTH
- DR. MARIO
- ROY

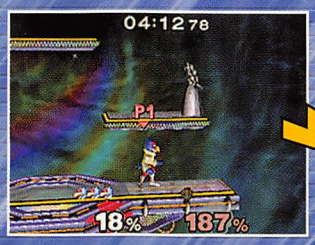
TYPE 3 — HEAVY & SLOW

- BOWSER
- DONKEY KONG

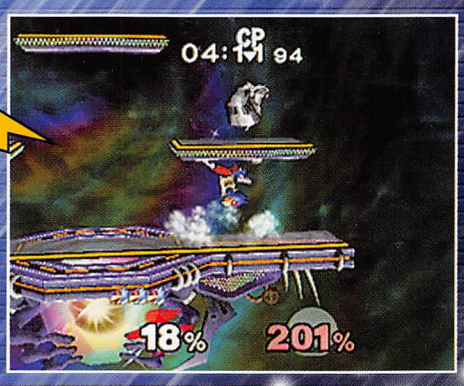
Ganondorf and Mr. Game & Watch will not appear as opponents in the Normal Melee battles. Hidden characters will appear randomly once they're unlocked.

STAGE 10 METAL MELEE

Use the same type of attack pattern against the opponents in Metal Melee that you would use for a Type 3 character. The metal characters are slow and tough, so you'll need to cause a lot of damage to them before you'll be able to knock them off of the stage. The Metal Melee will always take place on the Battlefield. Take advantage of its platforms to attack the metal opponents from below. Try grabbing and throwing your metal opponents repeatedly from the edge of the stage. Their weight will work against them.



You can also try attacking the slow metal characters as soon as they step down from the platforms.

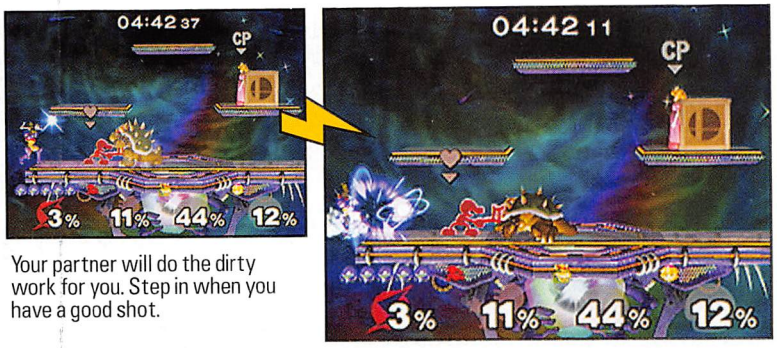


STAGE 2 — TEAM MELEE

MELEE TIME = 5 Min.

DON'T DO THE WORK ON YOUR OWN!

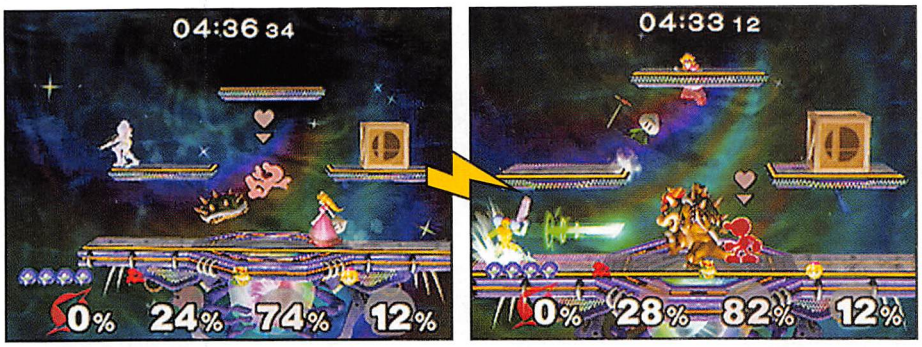
You could run around and attack both enemies, but why bother? Let your partner do some of the work unless you want to earn a lot of points. You'll be safer if you wait for the perfect moment to attack an unsuspecting opponent instead of running into the fray—especially when you play Classic Mode at the higher difficulty levels.



Your partner will do the dirty work for you. Step in when you have a good shot.

COLLECT AND USE THE ITEMS

While your partner is taking the lead, you can run around the stage to pick up the items that will occasionally appear. You can use guns and other long-range weapons or attacks to battle from a distance, ensuring your safety. You can also pick up health items before your opponents do.

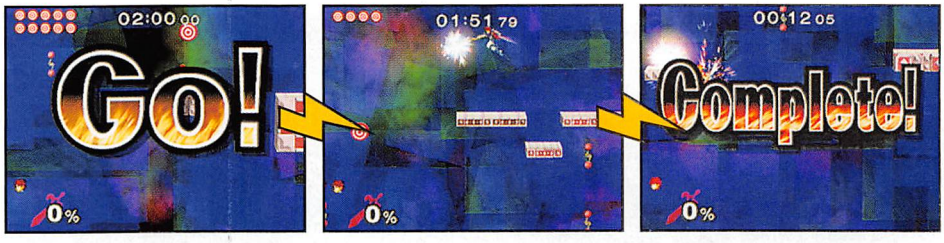


STAGE 3 — BONUS STAGE

MELEE TIME = 2 Min.

BREAK THE TARGETS!

You have two minutes to break 10 targets in a small stage. The stage is different for each character and requires you to use many different skills to break the sometimes hard-to-reach targets.



Two minutes is not a very long time to play!

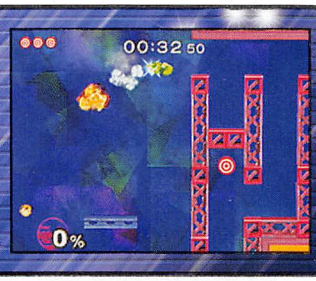
Break the targets as quickly and carefully as you can.

It takes skill and knowledge to break all of the targets.

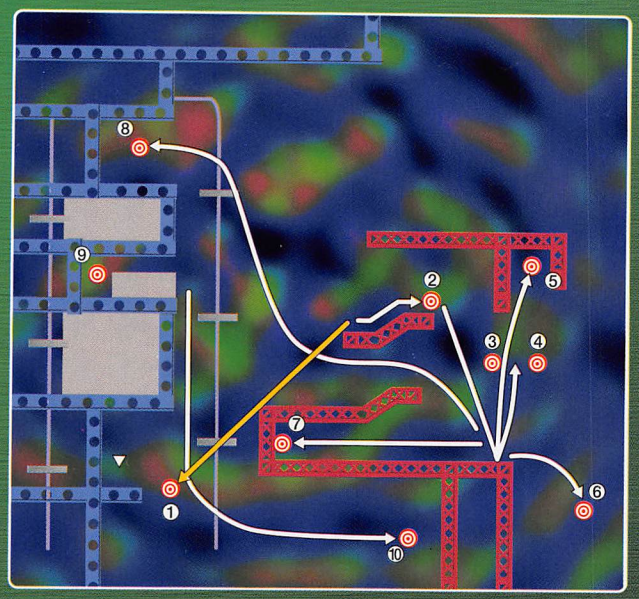
MAP KEY

We've outlined a recommended route for each character's Target Stage. Follow the route and try to break all of the targets. Some targets are easily broken, while others require more complex moves. Check the numbered tips for suggestions on how to break the hard-to-reach targets. The yellow arrows mark the paths of any long-range attacks you need to use.

- Character's path
- Long-range attack
- Still targets
- Moving targets



BONUS STAGE MARIO



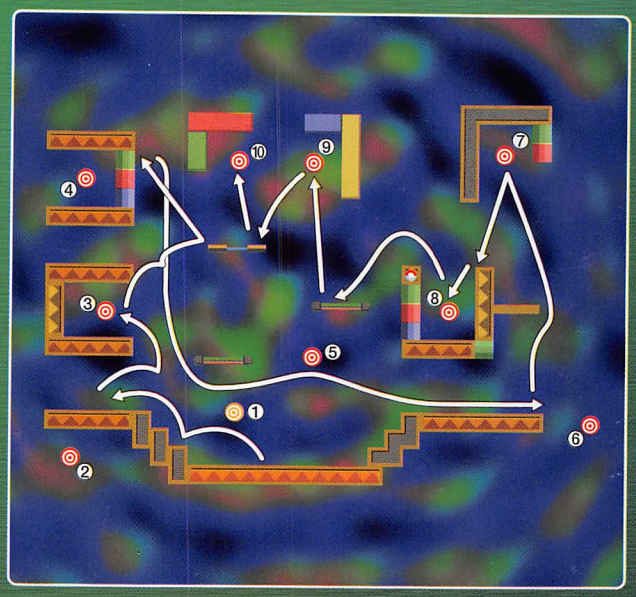
① Stand on the left side of the platform to aim a Fireball at the lowest target.

⑤ Perform a Double Jump then a Super Jump Punch to break 3, 4 and 5.

⑨ Carefully aim a Fireball through the narrow opening.

⑩ Double-jump horizontally from the moving platform, then do a Super Jump Punch.

BONUS STAGE PIKACHU



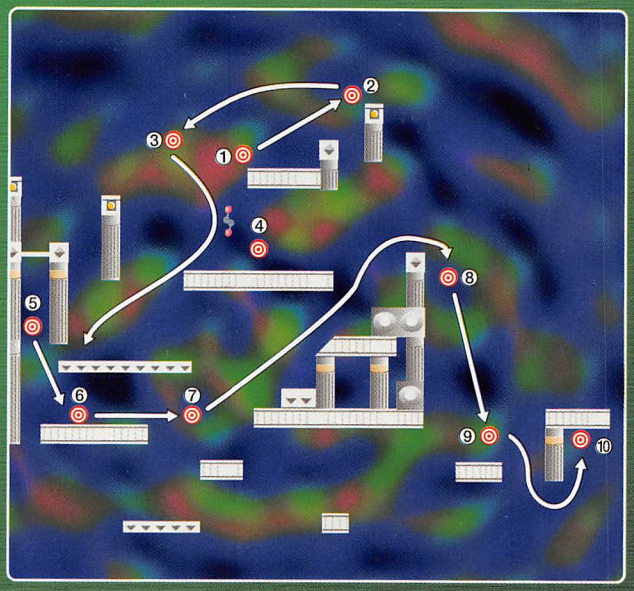
② Use Thunder Jolt from the platform above the target.

④ Use Thunder Jolt in midair, or land on the platform above the target and use Thunder Jolt.

⑥ Use Thunder Jolt from the edge of the platform to the left of the target.

⑦ Use Quick Attack after double-jumping from the platform below.

BONUS STAGE BOWSER



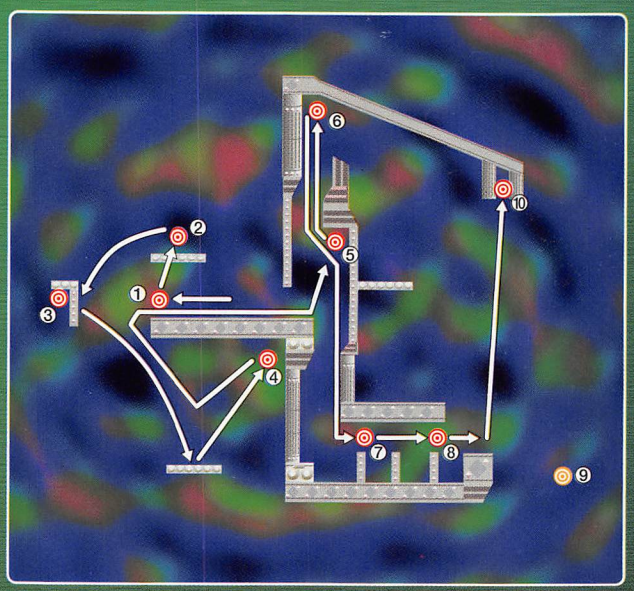
③ Jump left off the platform to reach the target.

④ Use a rolling dodge by holding down R then tapping Right on the Control Stick to reach the target.

⑤ Stand on the platform above the target, fall through, break the target and move to the right.

⑩ Jump to the right from 9, then use the Whirling Fortress to break the target.

BONUS STAGE PEACH



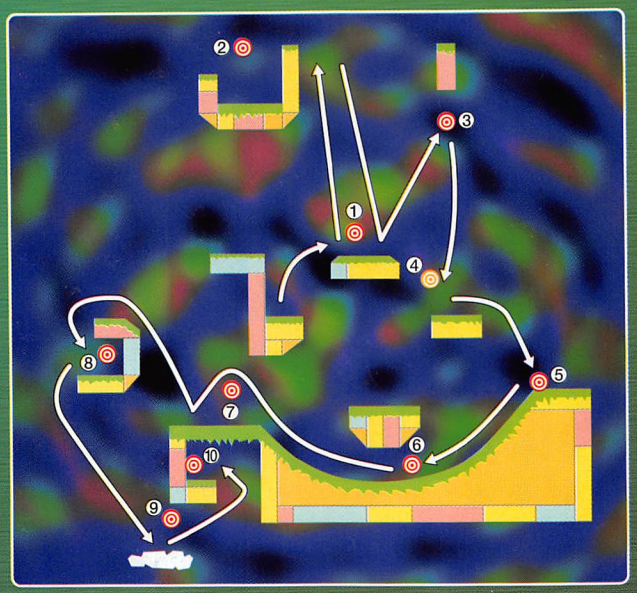
③ Float left, then hit A to twirl around and hit the target through the wall.

④ Float down, then use the Peach Parasol to break the target. Double-jump back up.

⑥ Double-jump, then use the Peach Parasol to complete. Use the same technique for target 10.

⑨ Toss a vegetable at the target.

BONUS STAGE YOSHI



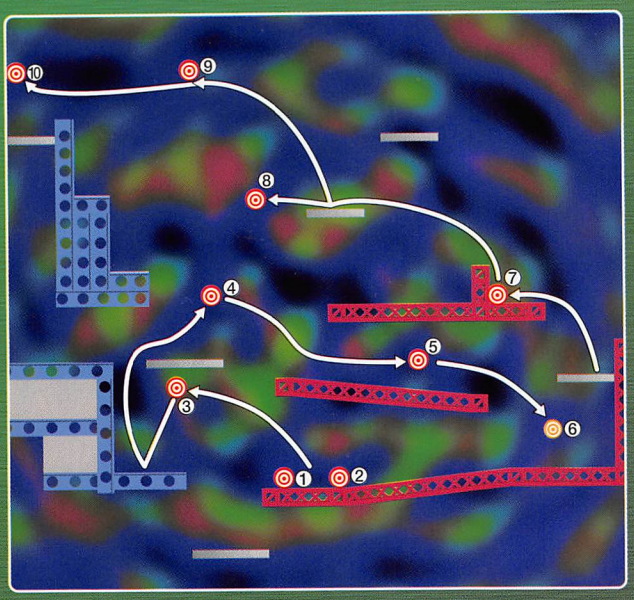
② Jump twice, then use Egg Throw to toss an egg up and over the wall.

③ Jump toward the target, then hit A when near enough to break it.

⑧ Use a midair attack to hit the target, or simply drop onto the ledge and punch it.

⑩ Jump up from the cloud, then use a midair attack to break the target.

BONUS STAGE DONKEY KONG



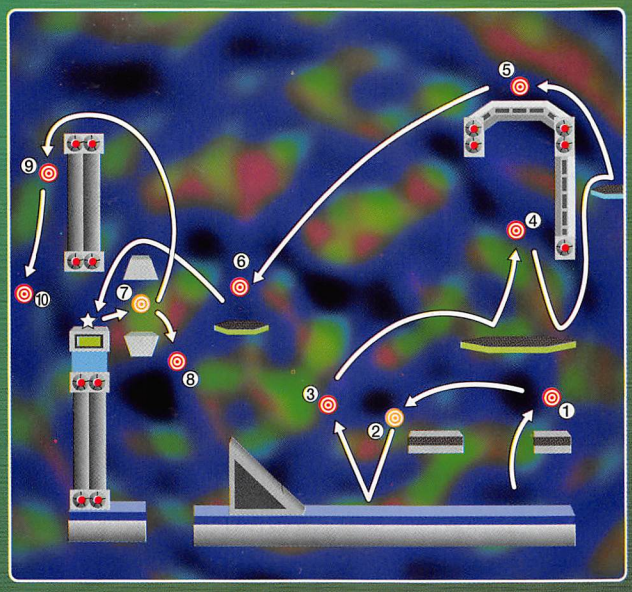
① Use DK's Hand Slap to break both 1 and 2 at the same time.

⑥ Wait for the target to drop to DK's level, then break it.

⑧ Wind up the Giant Punch or charge a Hand Slap while you stand on the platform.

⑨ Jump twice, then use Spinning Kong to break the target.

BONUS STAGE CAPTAIN FALCON



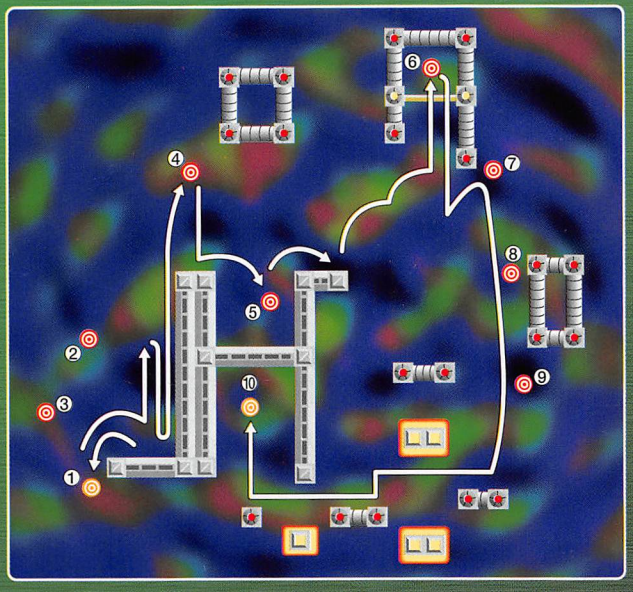
② Wait for the target to reach Falcon's level, then hit it.

⑤ Jump up to the moving platform on the right, then jump up again to reach the target.

⑦ ⑧ Jump atop the moving platform, land in the area marked by the star, and break the targets.

⑨ ⑩ Drop from above to break 9 and 10, or break 10 first when standing where the star is.

BONUS STAGE FOX

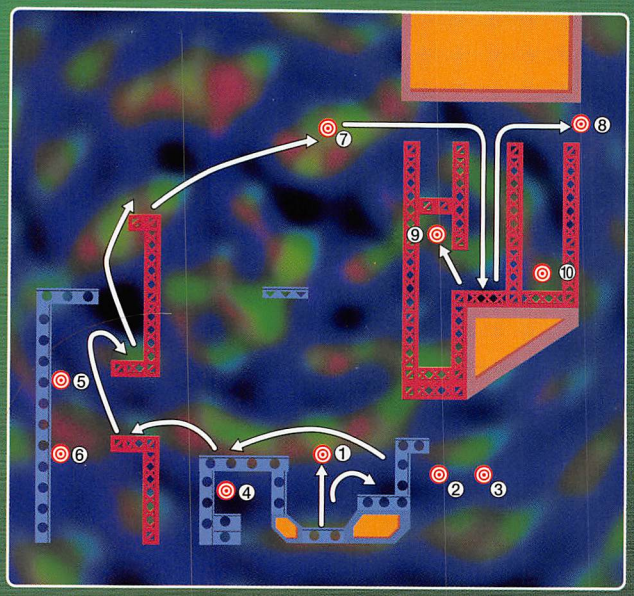


① ② Fall, then use Fire Fox to return to the platform and to break the targets. You can shoot target 3.

⑥ Jump up twice, then use Fire Fox to reach the target.

⑦ to ⑩ Drop through the floor under target 6, then use a midair attack to hit targets 7, 8 and 9. Use Fox Illusion to reach target 10.

BONUS STAGE NESS



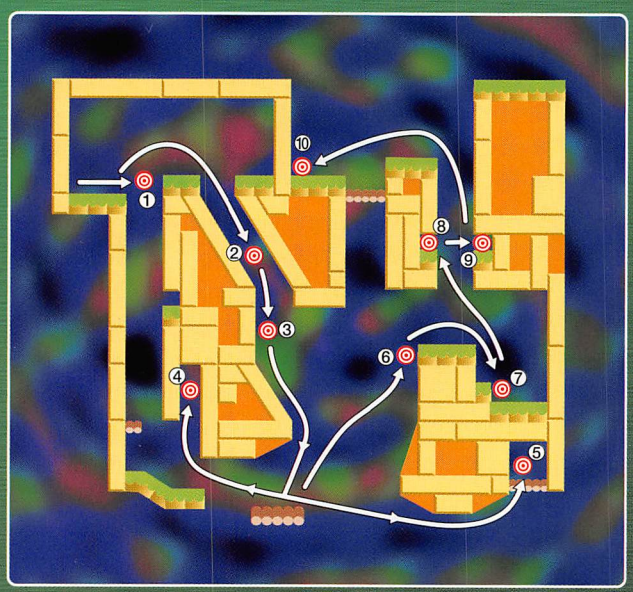
② Charge PK Flash and guide it to ③ the space between 2 and 3 to break the targets.

④ Guide PK Thunder around the corners and to the target to break it.

⑦ Jump twice to the right, then use PK Thunder on yourself to smash target 7.

⑨ Jump up to hit the target from the ledge, or use PK Thunder from below the target.

BONUS STAGE KIRBY

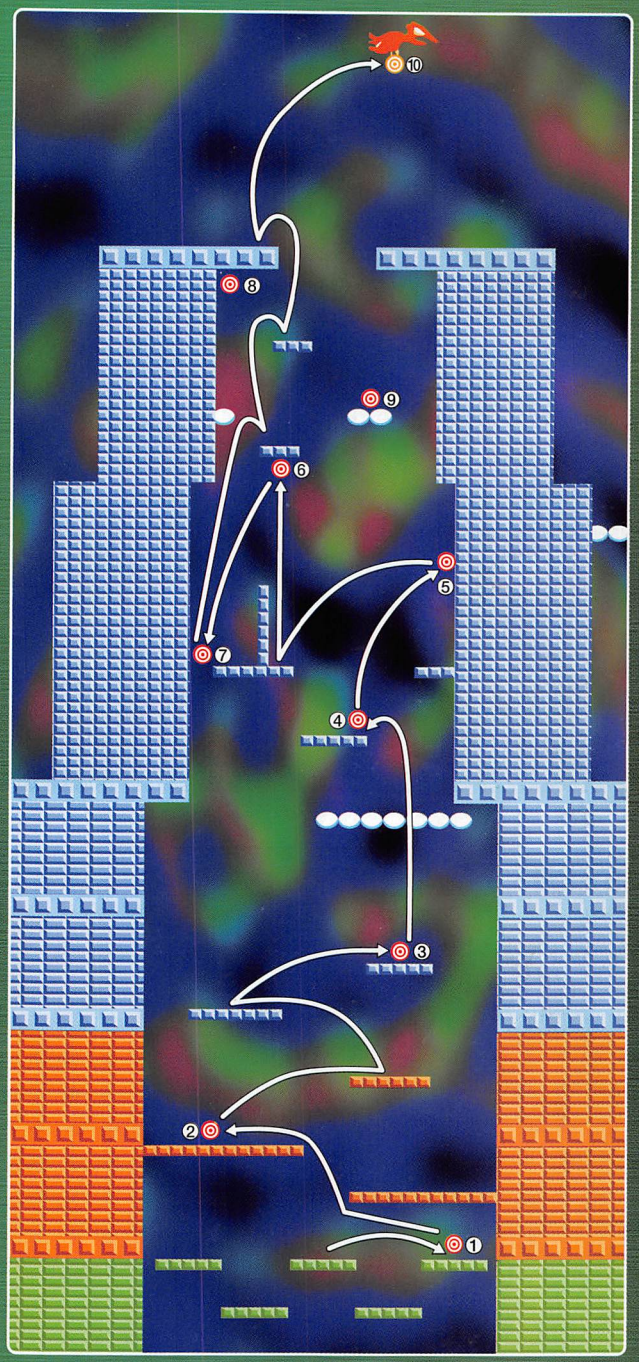


② Use Stone as you're dropping ③ through the passage to destroy both targets.

⑤ Float over to the area underneath the target, then use Kirby's Final Cutter move to break it.

⑧ Float up to break 8, then 9. ⑨ Rest in 9's cubby hole, then float up to reach target 10.

BONUS STAGE ICE CLIMBERS



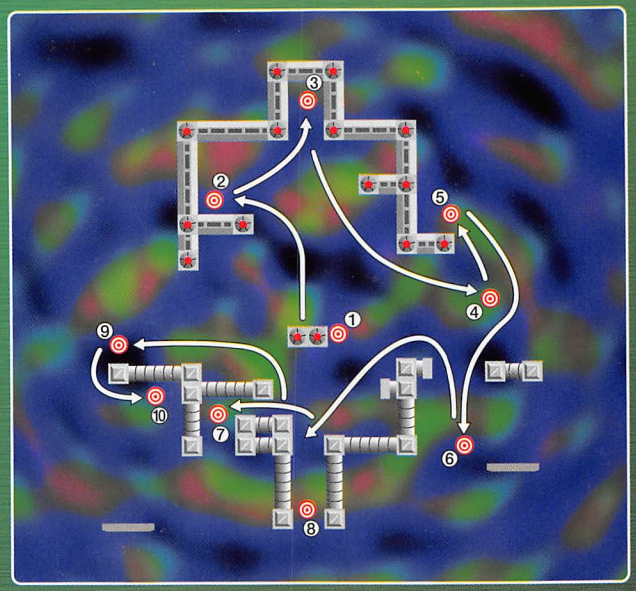
① to ③ You use only one Ice Climber. Use your basic A Button attack to break the first three targets. The platforms beneath them will break from the force, so be sure to leave a little bit of platform so you have somewhere to stand.

④ to ⑦ Break the next four targets, then jump up so you can see the cloud you need to jump on. The screen won't scroll up automatically.

⑨ Use Ice Shot from the second platform above target 6 to hit target 9 without having to jump around. It saves lots of time.

⑩ Jump up toward the bird, then swing your hammer with the A Button to break the target. Track the bird by continually jumping up and down until you can figure out where it will go next.

BONUS STAGE SAMUS

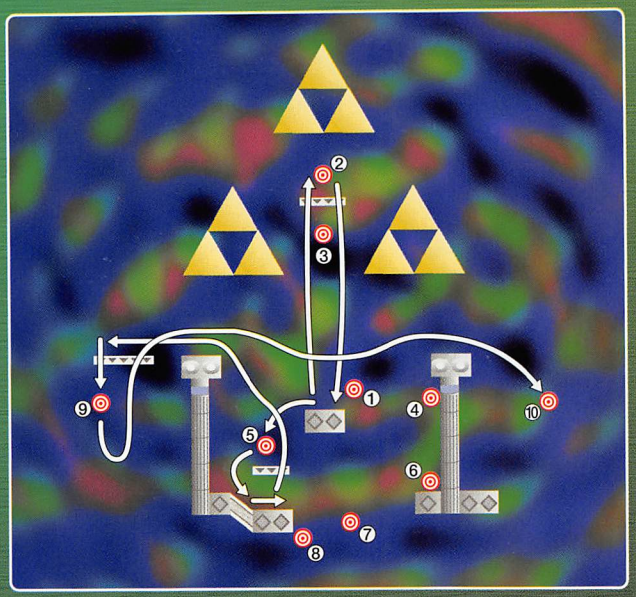


① Use your Smash Down plus A move to hit the first target.

⑦ Aim your Missile at the target to destroy it.

⑧ Drop a Bomb on the target, then jump up and use the Screw Attack to get back to the upper platform.

BONUS STAGE ZELDA / SHEIK

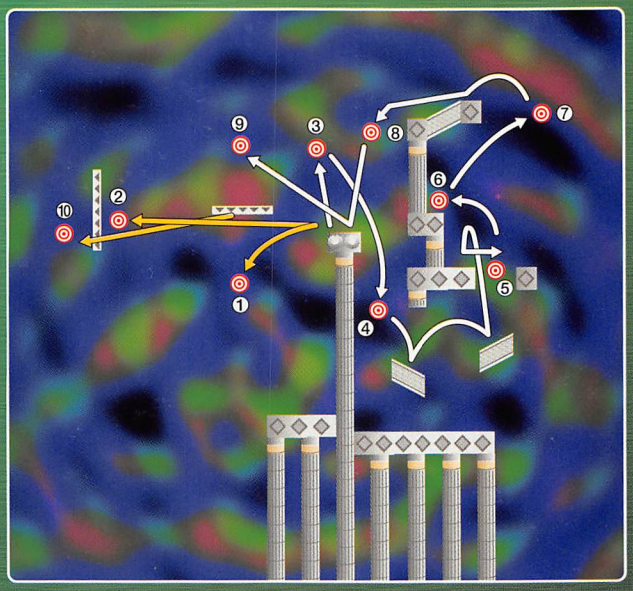


② ③ Jump up in the air twice, then use Farore's Wind to reach the highest platform and to break both targets. Change into Sheik.

④ ⑥ Use Needle Storm to break 4 and 6, or instead use Din's Fire as Zelda to break 6.

⑦ ⑧ Use Sheik's Chain to break 7 and 8 from the platform on the left.

BONUS STAGE LINK



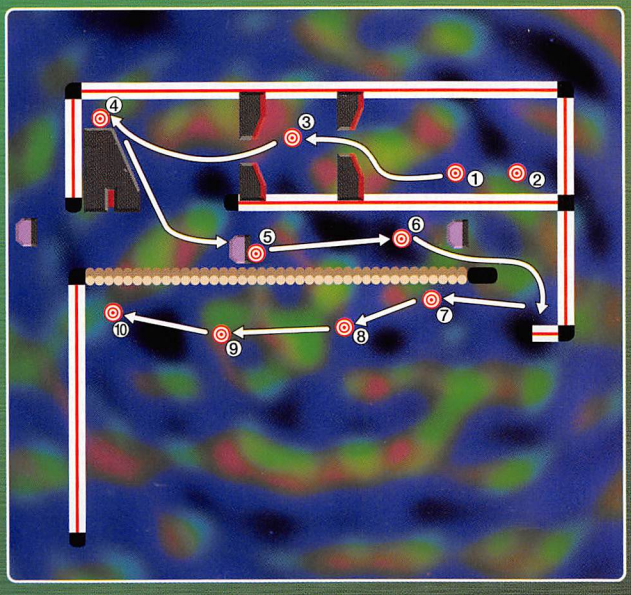
① Stand on the edge and use your Bow to shoot the first target.

② Charge your Bow, then use it to hit the second target.

⑦ Jump toward 7, then use the Spin Attack to hit the target and to reach the upper platform.

⑩ Stand on the platform and toss the Boomerang to break the last target.

BONUS STAGE JIGGLYPUFF

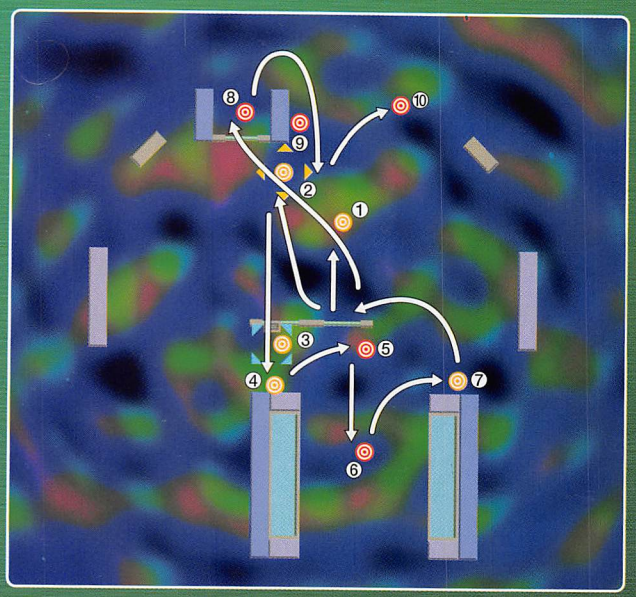


③ Use Pound as you pass through the first bumpers to clear the target quickly.

⑤ ⑥ Instead of jumping, duck as the lower obstacle approaches then headbutt 6 as you pass it.

⑦ to ⑩ Repeat pounding and jumping from one target to the next. Try to get both 7 and 8 on the first jump to have plenty of jumps left to get 10.

BONUS STAGE MEWTWO

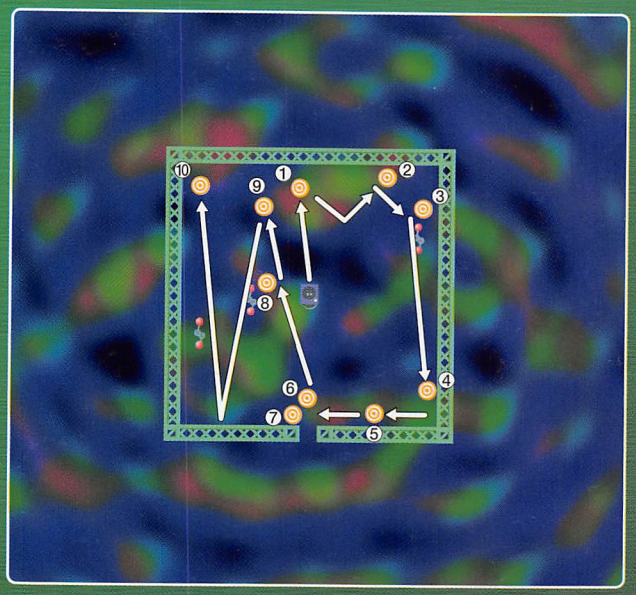


② ③ Use Mewtwo's midair upward attack to swat at the moving targets with its tail, avoiding damage. Bypass the starting platform as you come back down and hit 3 as it passes over 4.

⑤ ⑥ Use the midair neutral attack twice to knock out 5 and 6, then Teleport to 7.

⑧ Jump twice, then Teleport to get up to 8 through the platform below it.

BONUS STAGE LUIGI

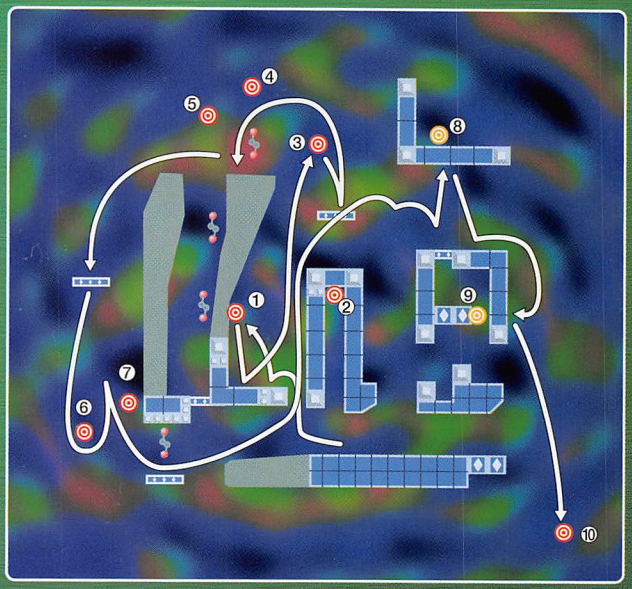


① Every target (except one) is moving in this level. Jump up to hit the first target . From the GCN, hit the second, slower-moving target with a Double Jump and a Super Jump Punch. while falling, hit 3 and 4.

⑥ ⑦ Use any sideways attack to hit 6 and 7 from the ground. If any of the tactics don't work, just avoid the flippers and hit the targets as they come.

⑧ ⑨ Double-Jump, then Super Jump Punch to hit 8 and 9.

BONUS STAGE MARTH



④ ⑤ Avoid the Flipper by Double Jumping, then use the neutral midair attack to take out both targets at once. Use the Dolphin Slash to land on the thin pillar on the left.

⑥ ⑦ Drop below the vertically moving platform and use Dolphin Slash on 6 and 7. Time your fall so that you land on the horizontally moving platform with enough space to duck under the Flipper.

BONUS STAGE MR. GAME & WATCH



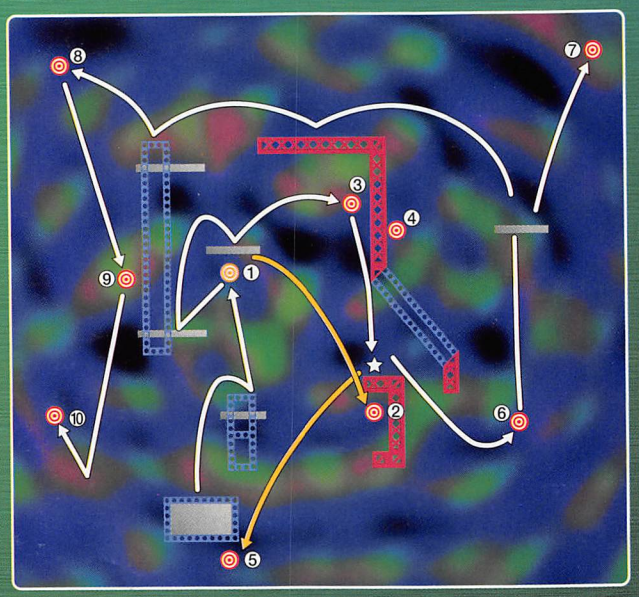
Six of the targets move on this level, but not randomly. Use the pattern to break them in order.

② ③ Jump, then push the A Button to reach these two targets.

④ to ⑥ Jump, then use Fire to hit 4, 5 and 6.

⑨ ⑩ Jump, then use a forward attack to hit 9. Repeat to hit 10.

BONUS STAGE DR. MARIO



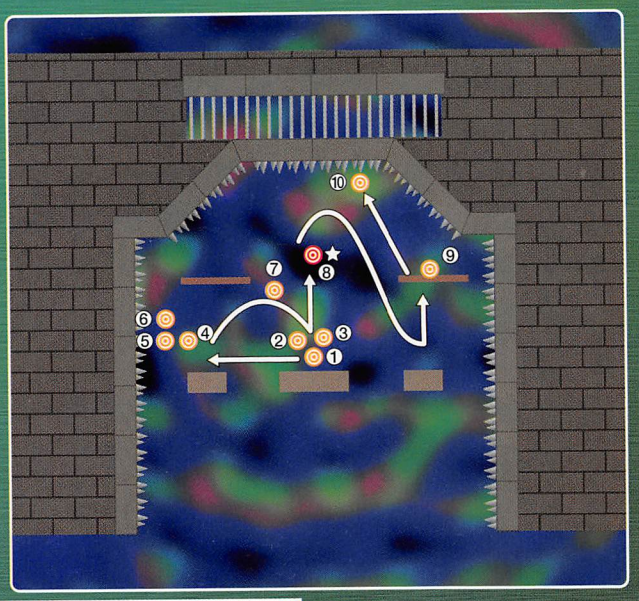
① Use the Super Jump Punch from the skinny blue platform beneath the target.

② Toss a Megavitamin from the former location of target 1.

③ Use a Double Jump, then snap Dr. Mario's Sheet to hit both ④ with one blow.

⑥ Throw Megavitamins from the area marked with the star to hit target 6.

BONUS STAGE GANONDORF

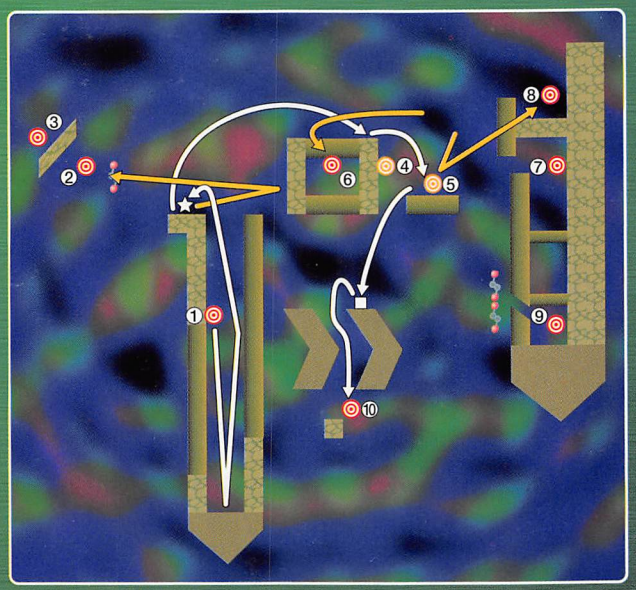


All of the targets move, except for the one marked with a star on the map. Try to avoid the spiked walls, which can hurt you. Make use of the moving platforms to destroy all of the targets, if you can.

② ⑥ Targets 2 and 3 move to the location shown from the right. Hit them before you jump left.

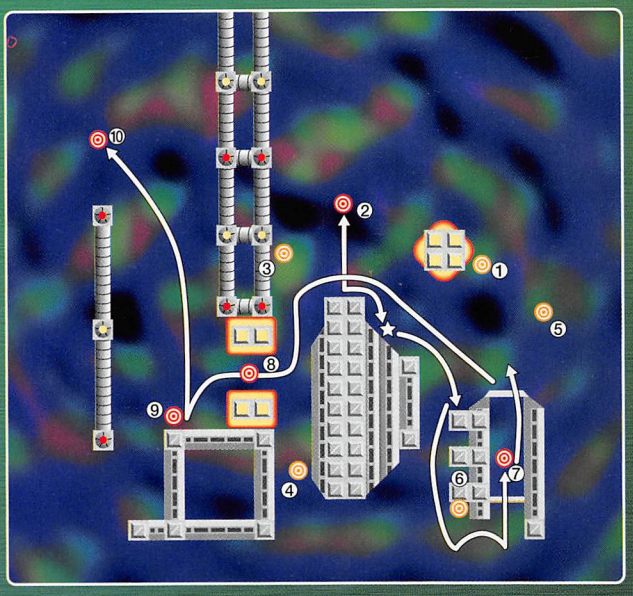
⑩ Jump up, then use your A Button attack to break target 10—but be sure to avoid the spikes!

BONUS STAGE YOUNG LINK



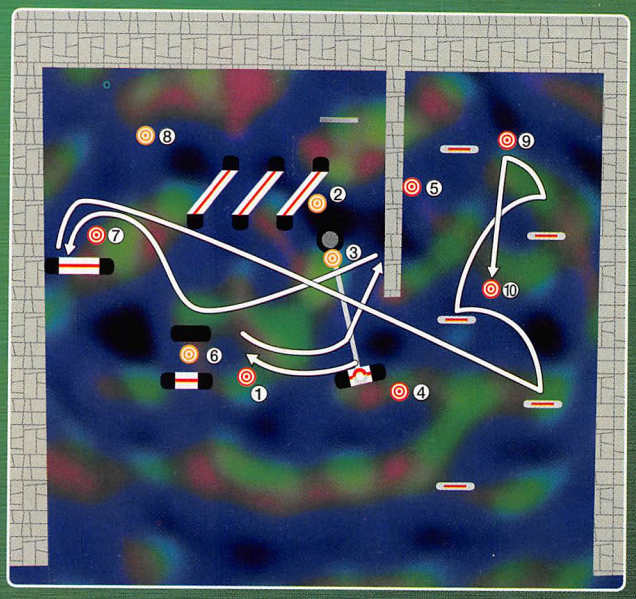
Use the Spin Attack on target 1. To leave the passage, use the wall jump technique—tap the Control Stick away from the wall every time you hit it. Throw your Boomerang from the star in the direction shown, then jump at the last second as it returns to you to break targets 2 and 3. To break 6, toss the Boomerang from the platform above target 6, then jump down. From target 5, shoot a charged arrow at 7. Stand next to 8 to hit it or toss the Boomerang as shown. From the square, shoot a charged arrow at 9.

BONUS STAGE FALCO



Shoot your Blaster from the starting point to hit target 1, then time your movements so you can break 3 and 4. Move to the star, and use your Blaster again to hit 5. As you fall, use a midair back kick to hit 6, then jump up and use Fire Bird to break 7. Fall toward 8, then use Falco Phantasm to slip between the dangerous walls and to break 8. From 9, jump up twice, then use Fire Bird to destroy 10.

BONUS STAGE PICHU



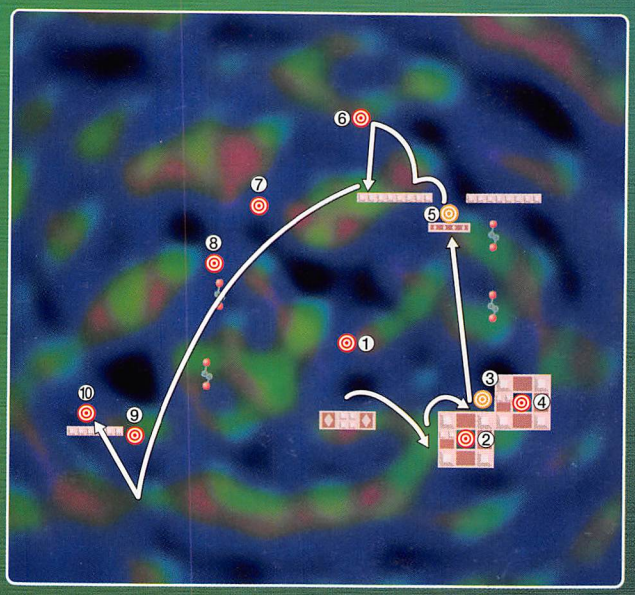
① Face left to aim Thunder Jolt at the target.

② Use Thunder to hit these targets. ③ Start your attack as the platform swings to the right.

⑥ When the platform reaches your height, jump over to it and break the target, then jump off.

⑦ Double-Jump left, then use ⑧ Quick Attack to reach 7 and 8, or use target 1's platform as a step.

BONUS STAGE ROY



② Use Blazer as you jump over to the platform, or jump up from the platform and Smash Down plus A.

⑤ Jump straight up to avoid the flippers, use Blazer on the target and land on the platform.

⑦ To hit 7 and 8, use Dancing ⑧ Blade while falling. Stay on the right side of the flippers.

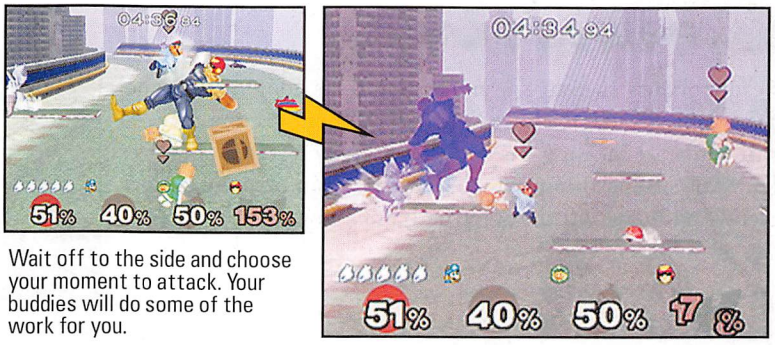
⑨ Right after you pass the second flipper, jump up. Then use ⑩ Blazer to reach the platform.

STAGE 5 GIANT MELEE

MELEE TIME = 5 Min.

THE BUDDY SYSTEM

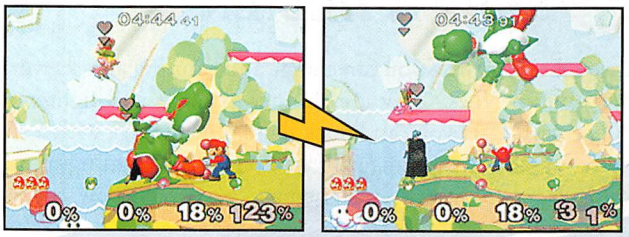
Your opponent will be selected randomly. Let your partners attack the giant aggressively while you stay out of the way, planning your next move. Jump into the fight when you can get a hard hit in. Don't rush. Wait for the right moments to attack, and don't try to do it all yourself.



Wait off to the side and choose your moment to attack. Your buddies will do some of the work for you.

THROW THE OPPONENTS

When the timing is right, run in and pick up your giant adversary. It won't be able to fight back while you're holding on to it. Quickly toss it away as soon as you can—your partners' attacks will force you to drop the giant.



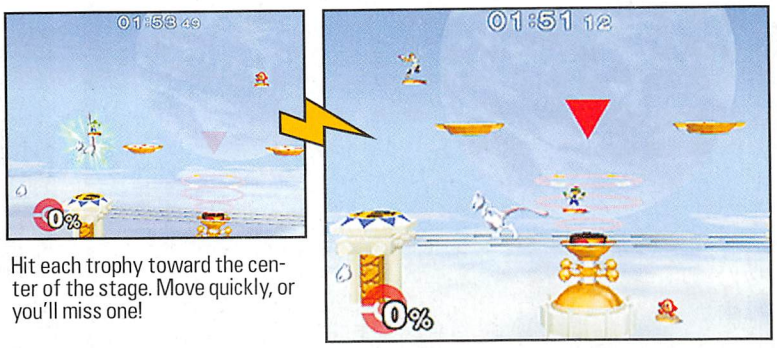
Pick 'em up and throw 'em. They're powerless while you've got them.

STAGE 6 — BONUS STAGE

MELEE TIME = 2 Min.

SNAG THE TROPHIES!

Stage 6 allows you to snag up to three trophies. Wait for the trophies to fall from the sky. Use a weak attack, such as a basic A Button or B Button move, to hit the trophies into the strange cage in the center of the stage. If they land inside the looped cage, they'll be yours to keep. Don't hit the trophies too hard, or they'll fly away. Try to work quickly to snag all three.



Hit each trophy toward the center of the stage. Move quickly, or you'll miss one!

MORE CHANCES FOR TROPHIES

There are two more ways to get trophies in 1-P Mode. Sometimes, a trophy will be on the ground in one of the stages, and you can pick it up. In Classic Mode, there might be a trophy in Stage 9. In Adventure Mode, trophies can be found in the side-scrolling areas.



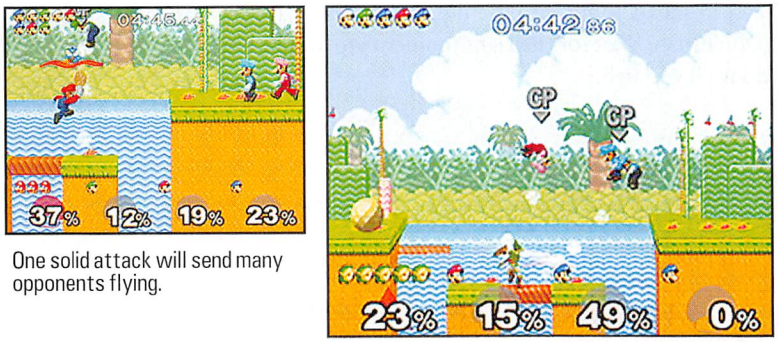
When you see a trophy, pick it up. The trophies appear randomly. They are not guaranteed to be in any level.

STAGE 8 — MULTI-MAN MELEE

MELEE TIME = 5 Min.

POWER PLAYS

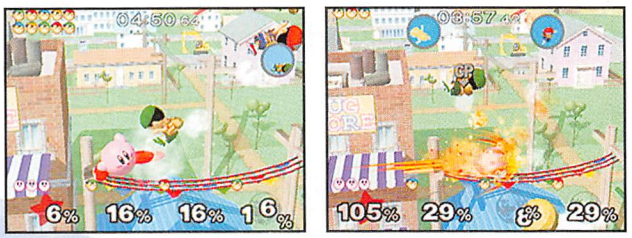
The opponents in Stage 8 are not quite as tough as normal opponents. It's relatively easy to knock them off the stage—until you start tackling the higher difficulty levels. Use moves like Mario's Super Jump Punch or Link's Spin Attack to knock several opponents off the stage with one blow.



One solid attack will send many opponents flying.

SMASH AND BASH

Smash moves, moves you can charge and running attacks work very well against your multiple foes. They are thinner-skinned and lighter than their normal counterparts, and you can knock them off the stage with a single blow without having to raise their damage levels first. When fighting in Stage 8, at the Hard or Very Hard level, treat each enemy as a normally powered, normal-weight foe.



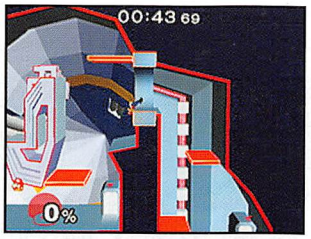
STAGE 9

BONUS STAGE

MELEE TIME VARIES

SO FAR, SO GOOD

There are many doors you could enter to end Stage 9, but the farther you get in the stage, the more coins you will earn. The coins are very valuable—they're used to buy continues and trophies. Try to go as far as the time allows to earn as many coins as possible. Dash through the stage as fast as you can, and try not to pause. Time is money!



Use jumps and Double Jumps to get through the stages without delay. Mistakes are costly!

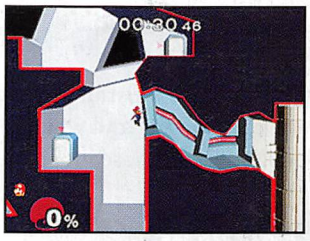
YOUR CHARACTER	TIME	YOUR CHARACTER	TIME
MARIO	49 Sec.	LINK	50 Sec.
PIKACHU	44 Sec.	JIGGLYPUFF	51 Sec.
BOWSER	52 Sec.	MEWTWO	43 Sec.
PEACH	50 Sec.	LUIGI	53 Sec.
YOSHI	42 Sec.	MARTH	45 Sec.
DONKEY KONG	43 Sec.	MR. GAME & WATCH	48 Sec.
CAPTAIN FALCON	39 Sec.	DR. MARIO	50 Sec.
FOX	40 Sec.	GANONDORF	54 Sec.
NESS	47 Sec.	YOUNG LINK	46 Sec.
ICE CLIMBERS	54 Sec.	FALCO	44 Sec.
KIRBY	53 Sec.	PICHU	41 Sec.
SAMUS	48 Sec.	ROY	46 Sec.
ZELDA / SHEIK	50 Sec.		

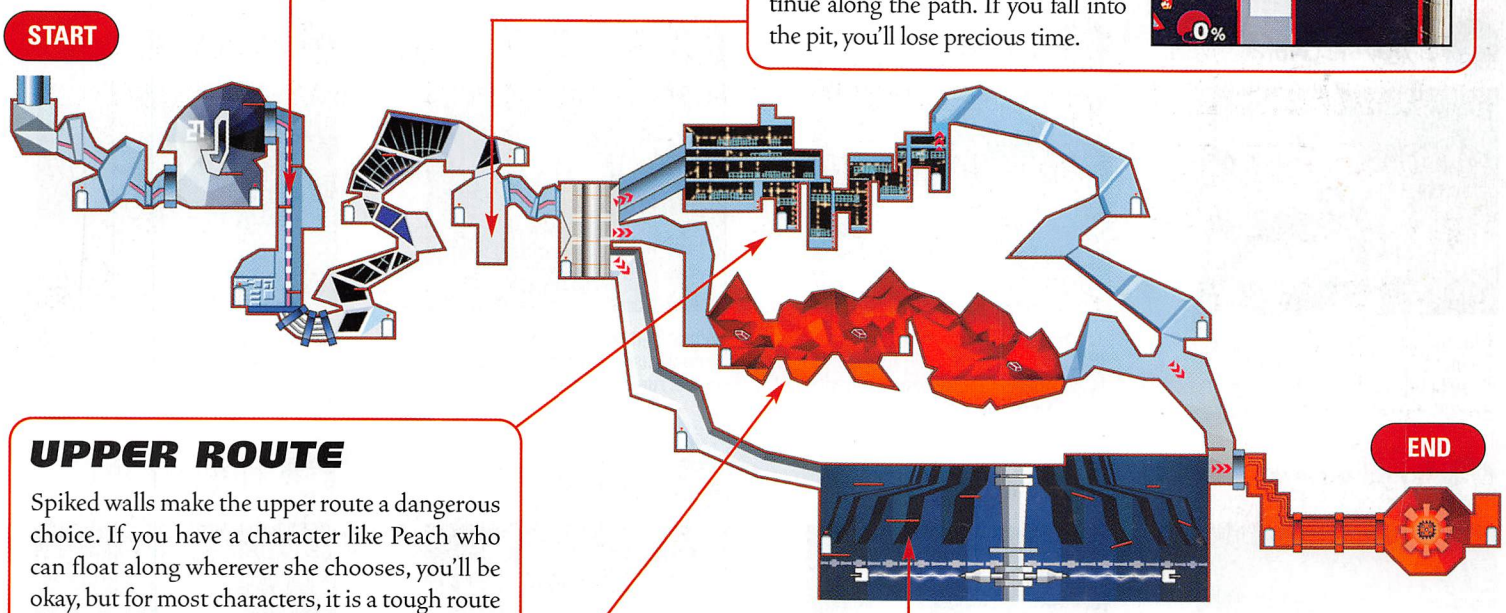
KEEP DROPPING

Hold the Control Stick Down to fall straight down the shaft without landing on the ledges.

JUMPY?

Try not to fall all the way to the bottom of the small pit. Double-Jump across the gap or guide your fall so you land on the ledge and can continue along the path. If you fall into the pit, you'll lose precious time.





UPPER ROUTE

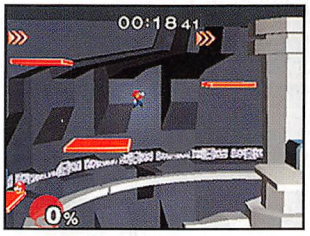
Spiked walls make the upper route a dangerous choice. If you have a character like Peach who can float along wherever she chooses, you'll be okay, but for most characters, it is a tough route to take. The more careful you have to be, the slower you'll be.

MIDDLE ROUTE

The middle route isn't very safe, either. The lava will knock you about if you land on it, which will eat some of your time. Try to land on the platforms when you can. You must be careful.

LOWER ROUTE

The lower route is the easiest to take. It is larger and has no traps, though there is a bottomless pit you have to avoid if you want to earn a lot of coins. Jump carefully and quickly to get as far as you can without falling.

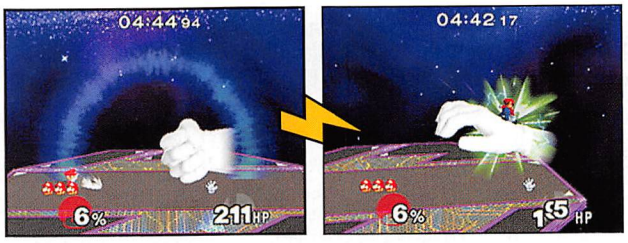


STAGE 11 VS. MASTER HAND

MELEE TIME = 4 Min. 59 Sec. 99

MIGHTY MASTER HAND

Master Hand's hit points depend on the level you are playing. The higher the level, the higher the hit points. Unlike other enemies you face in the game, Master Hand does not have a damage counter. Instead, it has a set number of hit points that you must deplete to defeat it. Master Hand floats above the heads of most of the Super Smash Bros. Melee characters, which generally makes it difficult if not impossible to hit from the ground. You'll have to jump up, then attack. If your character has a long-range attack, use it from the left side of the level, opposite Master Hand.



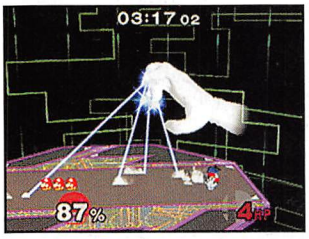
Watch Master Hand's movements closely. After a while, you'll be able to tell which move it is about to use. Dodge the move by running away or jumping at the right time, then attack when the hand is vulnerable.

TYPE 1	HP
VERY EASY	180
EASY	250
NORMAL	300
HARD	325
VERY HARD	360

MASTER HAND'S VARIOUS ATTACKS

Master Hand has a fistful of nasty attacks it can use against you. Learn to recognize each one so you know when to evade and when to attack. Before and after each attack, the hand is vulnerable for a few seconds. Attack at those moments. Stay below its wrist and hit it from there.

1 FINGER LASER



Master Hand's fingers shoot laser beams at many parts of the floor. Stay beneath the wrist and attack the hand as it attacks you.

2 CATCHING



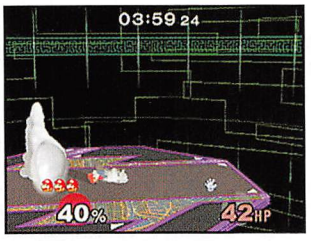
The giant hand will try to snatch you from the air or the ground. Don't jump—just run away when it starts to reach for you.

3 FIST ATTACK



When Master Hand punches the ground, use a rolling dodge or move, run or jump out of the way.

4 SLAPPING



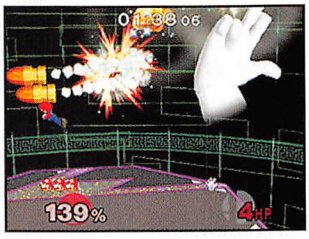
The hand's slapping motion can hit you up to three times. Jump or roll out of the hand's way, then run behind it and hit it.

5 SCREW DIVE



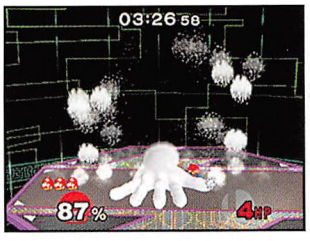
The hand will shoot fire from its wrist, then fly away from the stage and back down at you. Roll or jump to avoid the attack.

6 FINGER SHOT



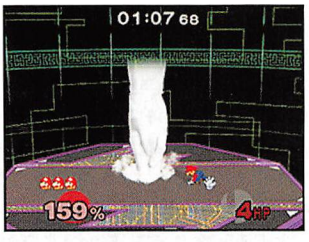
Jump, roll or duck to avoid the Finger Shot. The hand might fire one, two or three shots at you.

7 PALM PRESS



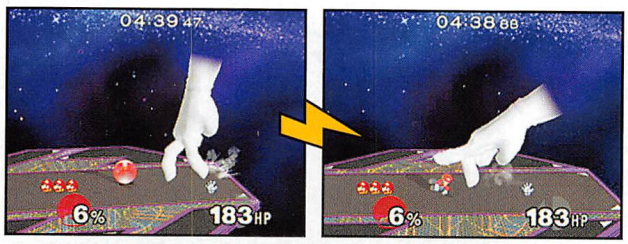
You can roll or jump out of the path of the Palm Press. Once Master Hand is flat on the ground, you can attack it.

8 FINGER DRILL



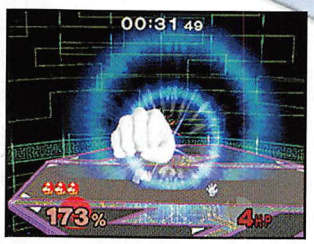
Roll away from the Finger Drill. If your timing is good, you can jump out of the way, too.

9 FINGER WALKING



Master Hand lets its fingers do the walking for a short time. It will also let its fingers do the kicking if you stay in its path. Jump or roll out of its way, then run up behind it to get an attack in, or aim a long-range attack at it from behind.

10 PUNCHING



Master Hand sometimes tries to punch you from midair. Watch its movements and jump or roll away when it strikes.

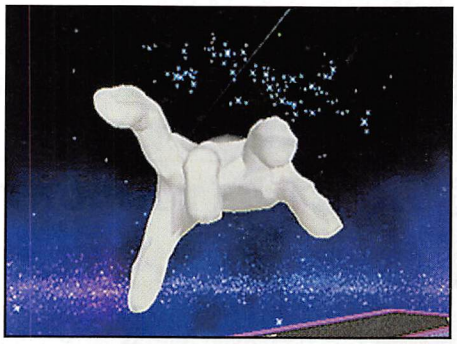
11 FINGER POKE

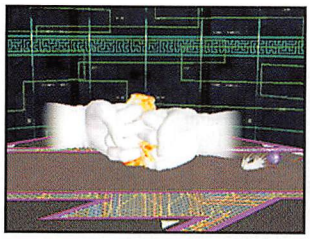


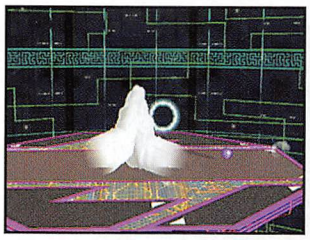
The Finger Poke is easy to spot and even easier to avoid. When Master Hand starts to point, run away, jump over it or roll.

THE CRAZY HAND COMETH!

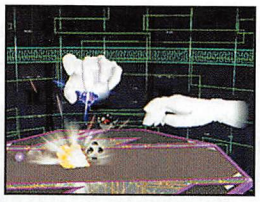
If you can complete the first 10 stages of Classic Mode in under 15 minutes and you don't use a continue, Crazy Hand will appear after you've halved Master Hand's hit points. Crazy Hand will have the same number of hit points that Master Hand started with. If you continue without defeating Crazy Hand, it will not appear again when you retry. You'll have to start over to make it reappear. Master Hand and Crazy Hand will sometimes team up. They will start to glow when they're about to cooperate. Try to take out Master Hand first so they cannot work together. Get out of the way when they buddy up! Crazy Hand has all of the same moves as Master Hand, and it also has three of its own attacks—Bomb, Struggle and Spider Walk.



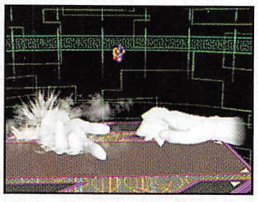




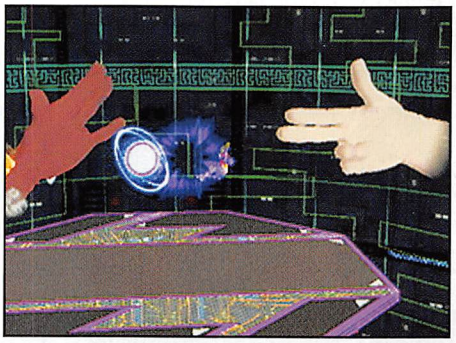
When the two hands decide to team up, your best bet is to roll out of the way as they start to close in.



Move out when Crazy Hand drops a bomb on you!



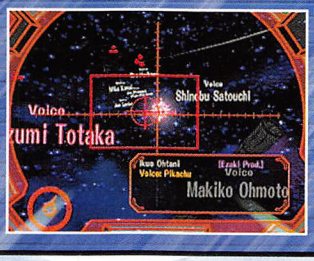
Jump out of the way to avoid Crazy Hand's Struggle attack.



Battle Master Hand's crazy doppelganger the same way you battle the original.

SHOOTING STARS

After you complete Classic or Adventure Mode, the credits will roll. You can line the credits up with your target sight, then fire away to read more about that credit. You'll get a score at the end for the number of targets you managed to hit. It's a fun extra that won't unlock anything. After the credits, you'll see a special cinema and a picture of your character.





REGULAR MATCH

ADVENTURE



Adventure Mode mixes side-scrolling slugfests with stadium fighting. You can play through the 12 stages using any character you've unlocked, and you can use all of your fighter's moves for the rumble on the run.

STAGE 1 MUSHROOM KINGDOM

MELEE TIME = 7 Min.

MUSHROOM MOSH PIT

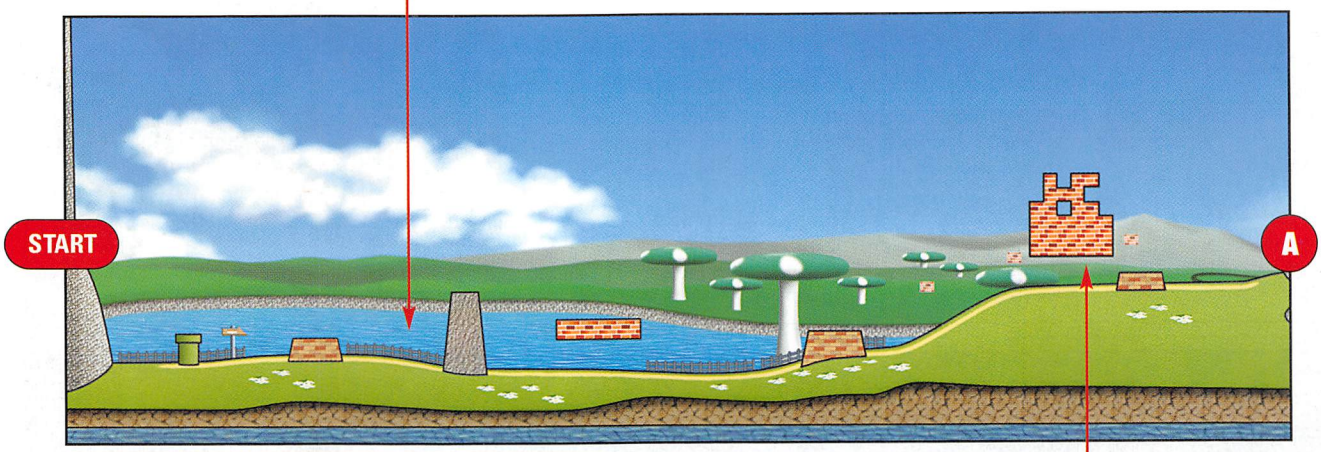
All of the scrolling stages take place in classic Nintendo settings. Stage 1 is the Mushroom Kingdom, so you'll encounter Marioesque action, including Koopa Shells you can kick into enemies and blocks you can punch.

NO NEED TO FIGHT

Every stage has a time limit, so don't waste precious seconds on enemies you can avoid. You don't need to defeat the Goombas and Koopas patrolling the path, and you can save time by jumping over them. You'll need the extra time for the Yoshi melee farther down the road.

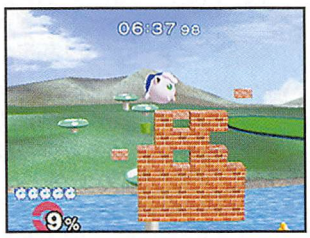


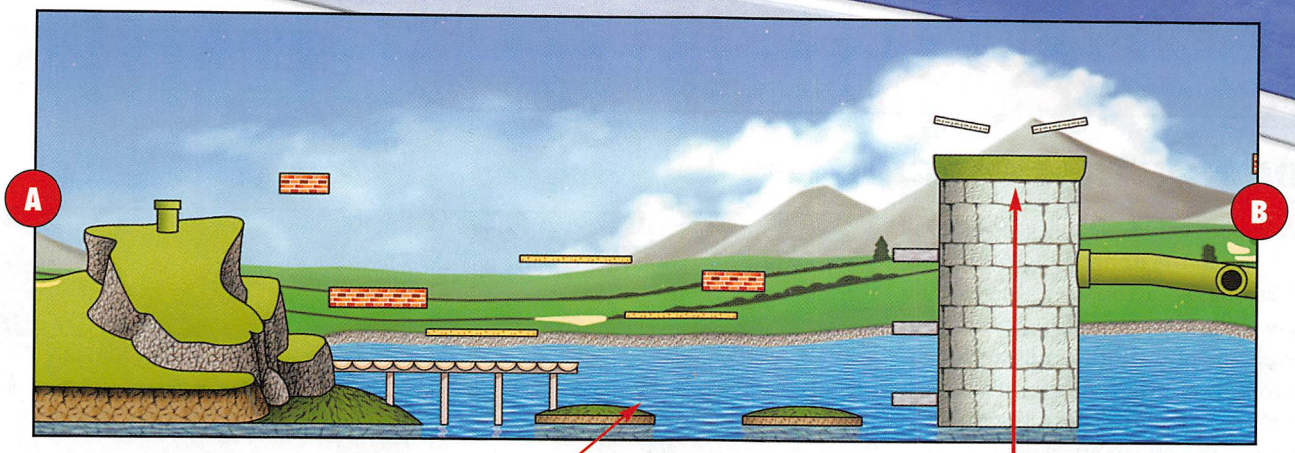
You have seven minutes to reach the finish, and you can save a lot of time by ignoring most of the enemies on your way to the Yoshi battle.



OFF THE WALL

Strolling beneath the bricks can be dangerous, since a row of Goombas and Koopas hang out there. With a well-timed pounce, you can hop across all of the enemies. If you don't want to risk it, jump over the bricks. Hop, then kick out a few blocks on the left side of the barrier to make a foothold.





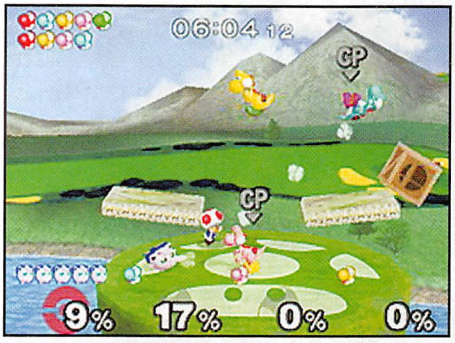
DON'T MISS YOUR STEP

If you fall into the water, you'll lose a life. Control your rebounds when you bounce off the enemies on the dock and islands so you don't accidentally take a dip. If it looks like you're going to take a dive, press X, Y or Up on the Control Stick while in midair to catch more air so you can redirect your landing.

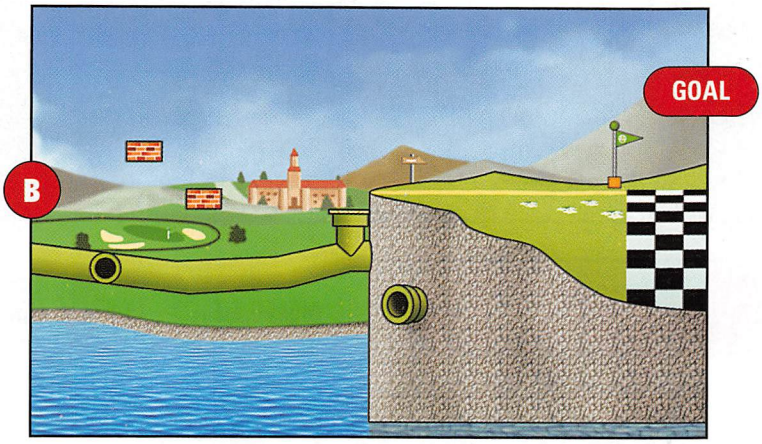


YOSHI BATTLE

When you reach Toad, the Yoshi battle will start. You must defeat 10 Yoshis, and you'll battle up to three at a time. You can't leave the area until you finish the fight, so use a Smash move to get rid of them. Moves such as Link's Spin Attack, Mario's Tornado and Pikachu's Thunder can defeat multiple Yoshis at one time.



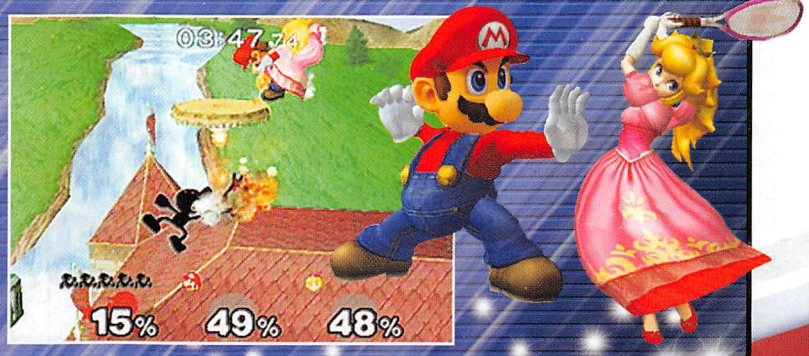
You must defeat all of the Yoshis before you can continue your journey to the end of the level. Use Smash moves and items.



VS. MARIO & PEACH

MELEE TIME = 4 Min.

Once you reach the end of the stage, you'll battle Mario and Peach. If you reach the goal and your finishing time in seconds ends with a two (such as 5:52.55), you'll battle Luigi instead of Mario. Regardless of your rival, the plumber and princess will try to surround you. Position yourself beside the castle tower, then repeatedly use a powered-up move or a Smash move. With your back against the tower, you won't have to worry about enemies approaching from both sides. The pair will be able to attack from above and the left or right only, but your steady offense will keep them at bay.



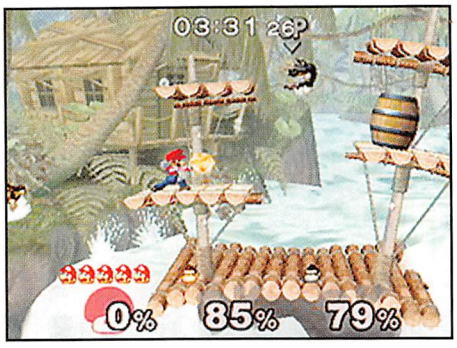
STAGE 2 — KONGO JUNGLE

MELEE TIME = 4 Min.

DIMINUTIVE DK DUO

In Stage 2, a pair of tiny Donkey Kongs will double-team you in the Kongo Jungle. The apes aren't very strong, so a couple of hits from a Smash move will defeat them. Do most of your fighting on the main platform and wait for the Kongs to drop to your level. As they make their descent, sock it to them to send them flying, then follow up with a midair attack. The stadium isn't very large, so it's a great place to use projectiles to knock the simians over the edge.





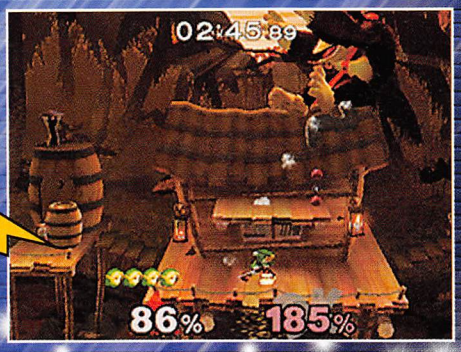
VS. GIANT DK

MELEE TIME = 4 Min.



In the Jungle Japes stadium, you'll duel with Giant DK. Your relatively tiny size will make it easy to evade the big ape. Reposition yourself on the central platform, then stay on the go. DK can't fight quickly, so unload a barrage of quick attacks to keep him on the defensive. Build up his damage until it skyrockets beyond 100%, then finish him off with a Smash move or try to grab him and throw him out of the arena.





STAGE 3 — UNDERGROUND MAZE

MELEE TIME = 7 Min.

TEMPLE OF DOOM

Based on The Legend of Zelda, the Underground Maze features caverns filled with Octoroks and ReDeads. The caverns lead to six rooms, and one of them contains the exit while the other chambers are arenas where you can battle Link. If a room contains the Master Sword, you'll be able to battle Link. You don't need to fight him, and if you're in a hurry to beat the seven-minute time limit, you can back out of the room as long as you haven't walked up to the sword. If you approach the sword, you'll have to battle Link and you won't be able to leave until you score a KO. To knock out Hyrule's hero, use charged-up attacks and Smash moves to knock him out of the arena. Repeatedly kicking him out of bounds is a quick way to rack up his damage.





If you approach the sword in a Master Sword room, you'll battle Link.





The exit randomly appears in one of the rooms. The Triforce marks the exit.

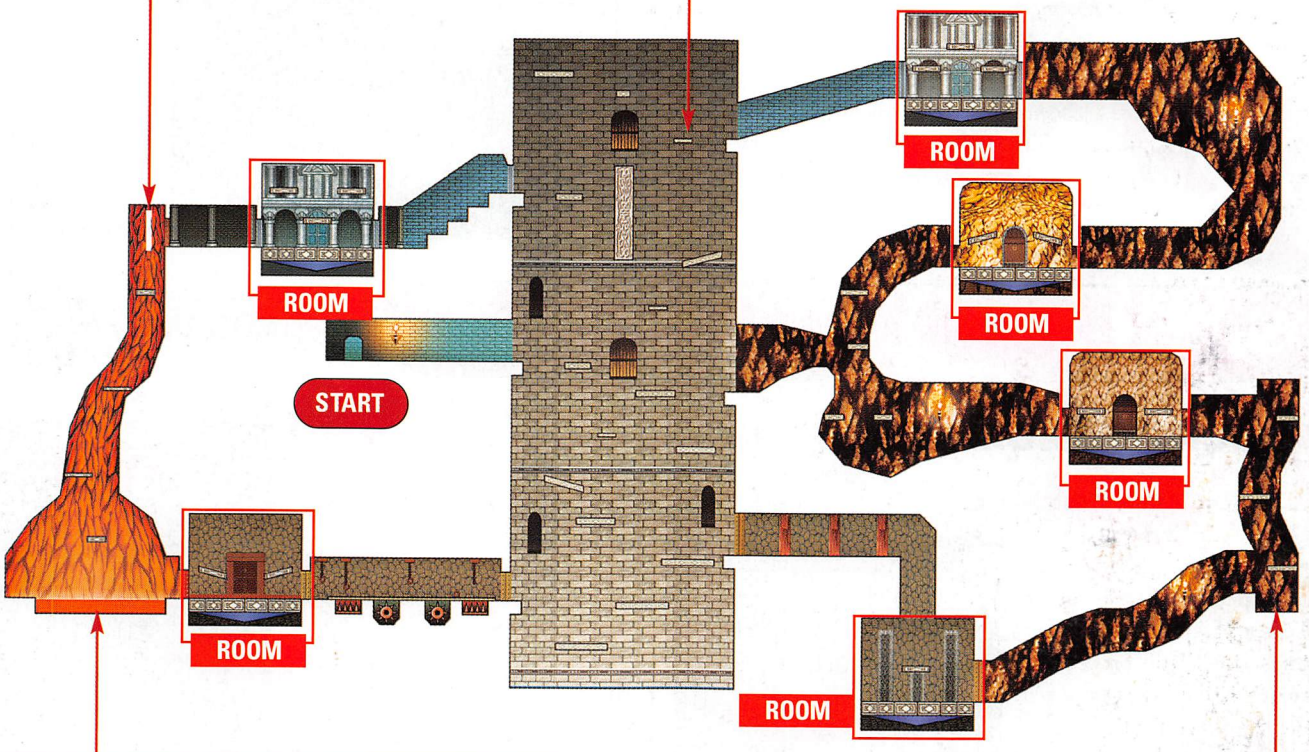
VOLCANIC PATH

You can travel up or down in the vertical passage. If you're going down, carefully position yourself so you land on the platforms. Don't touch the bottom of the passageway, because it's filled with lava.

REDEAD ZONE

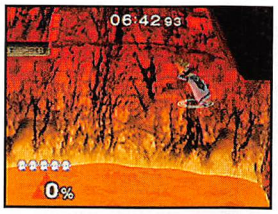
Many zombified ReDeads haunt the area. The monsters are slow, so you can defeat them quickly. If one manages to grab you, rapidly wiggle the Control Stick to escape its grasp.





TOO HOT

The lowest platform in the volcanic passage floats above a pool of lava. If you need to hop across the molten pool, use a carefully timed Double Jump. You can also bypass the passageway by hopping through the central tower.



OCTOROK RUMBLE

Octoroks guard the maze's tunnels. The monsters spit out projectiles, so you should defeat every Octorok you pass so none of them can shoot you in the back. The Octoroks aren't very strong, so a simple attack will do them in.

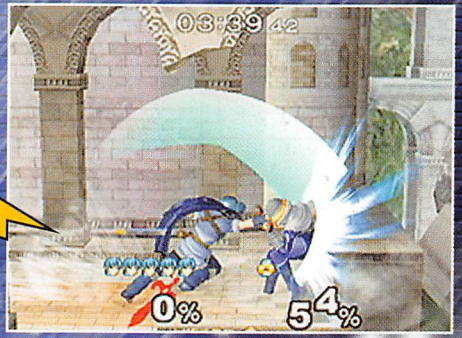


VS. ZELDA (SHEIK)

MELEE TIME = 4 Min.

Your final battle in Stage 3 is against Zelda, who has the ability to transform into Sheik. The large temple features plenty of levels, and it's a good idea to stand on higher ground. When Zelda or Sheik tries to jump up to your level, greet her with a Smash move or charged-up B Button attack. The zigzagging tunnel is the perfect place to set up an ambush.





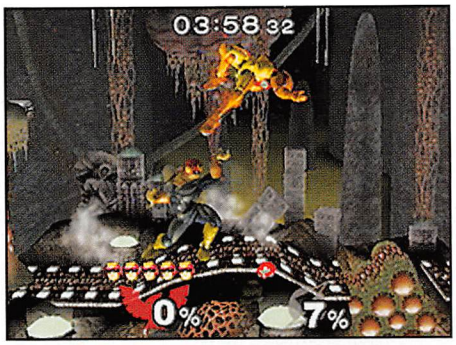
STAGE 4-1 BRINSTAR

MELEE TIME = 4 Min.

METROID MELEE



The arena where you battle Samus takes occasional dips into a hot pool of lava. The top platform never takes a dunk, so try to do most of your fighting there. Whenever the lava level rises, toss or smash Samus overboard. You can also cause a lot of damage by knocking Samus into the air and following up with a midair attack.



Try to keep Samus airborne. If you juggle her in the air, you'll have a good opportunity to knock her into the lava.

STAGE 4-2 ESCAPE

MELEE TIME = 40 Sec.

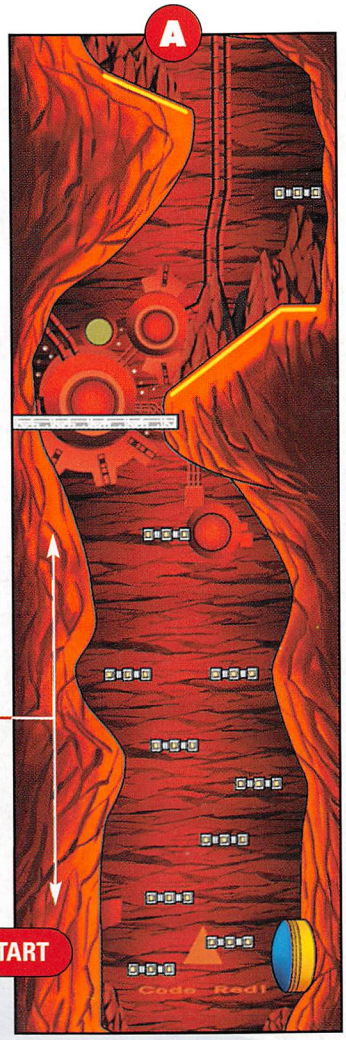
ESCAPE FROM BRINSTAR

Stage 4-2 is a test of your Double-Jumping prowess, and you'll have an easier time catching air if you tap X or Y to jump rather than using the Control Stick. If you can't escape in 40 seconds, you'll still proceed to the next area, Stage 5-1, but you'll lose a player from your stock.

DOUBLE JUMP

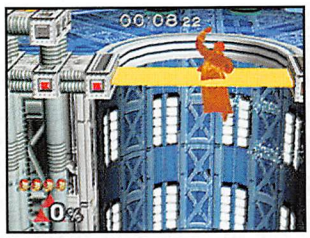
Jump up the platforms to escape. Many of the platforms require you to Double-Jump. To make the most of your leaps, execute the second half of your Double Jump at the peak of your first jump.

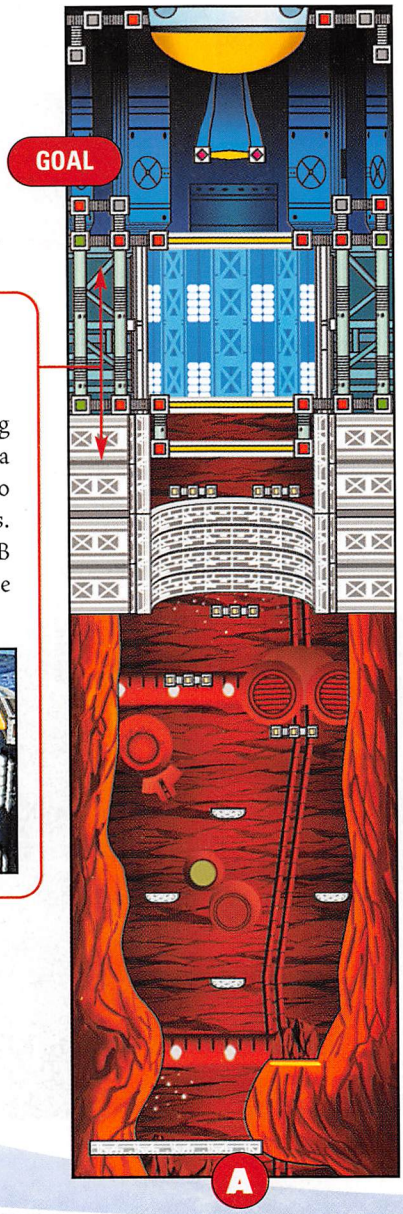




UP, UP AND AWAY

If a Double Jump isn't giving you enough gusto to reach a high-up platform, resort to one of your special moves. While in midair, press B while pushing Up on the Control Stick.



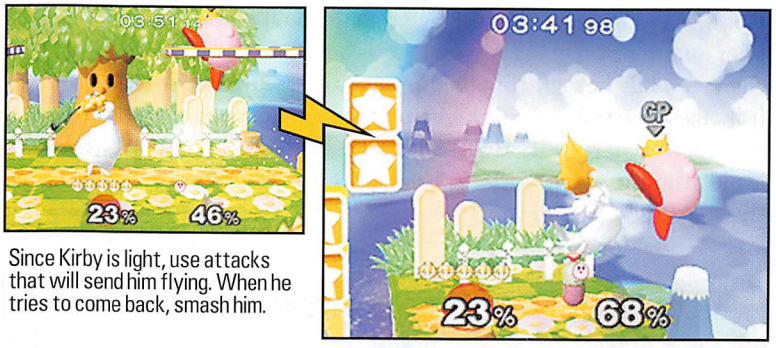


STAGE 5-1 GREEN GREENS

MELEE TIME = 4 Min.

SIMPLE FIGHT WITH KIRBY

In Kirby's stage, you'll battle against the pink puffball. He's light, so you'll have an easy time whacking him out of the arena. Be careful when you're fighting near the star blocks, since hits can break them, revealing the bottomless abyss. The tree in the center of the arena can also be a problem, since it will try to blow you over the edge of the playing field. Attack Kirby quickly and try to pop him into the air, then whack him over the edge on his return trip.



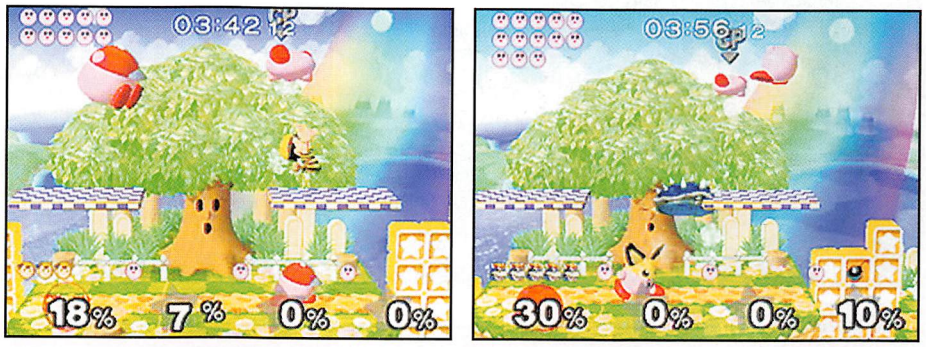
Since Kirby is light, use attacks that will send him flying. When he tries to come back, smash him.

STAGE 5-2 GREEN GREENS

MELEE TIME = 4 Min.

TACKLED PINK

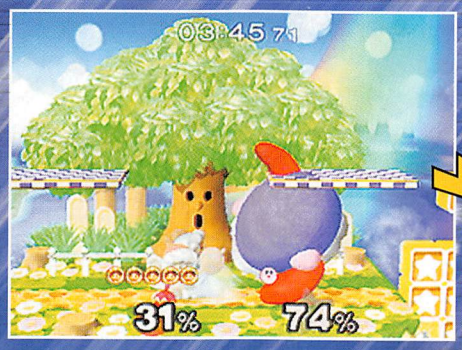
Stage 5-2 pits you against 15 Kirbys, and each one mimics a different Super Smash Bros. Melee character. You'll face up to three Kirbys at a time, and a big move such as Link's Spin Attack and Pikachu's Thunder is the best offense. A hit from Ness's bat and other Smash moves and powered-up attacks work great against the Kirbys. Stay in the middle of the arena to do your fighting.



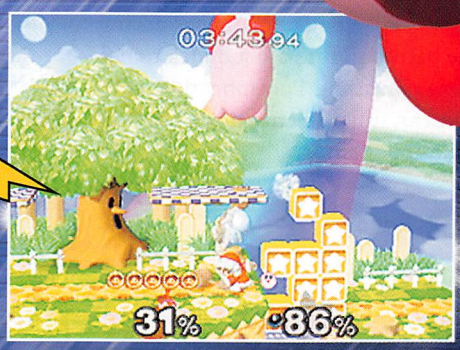
VS. GIANT KIRBY

MELEE TIME = 4 Min.

It pays to play quickly, and if you've sparred speedily and finished Stage 5-2 in 30 seconds or less, you'll get to play a bonus battle against Giant Kirby. The big windbag will throw himself around the arena, so be prepared to roll out of the way whenever he pounces. Defeat him by grabbing and throwing him. You won't be able to toss him very far if his damage is low, so go crazy on him by using rapid-fire attacks. Unleashing combos and special moves will rack up Kirby's damage, so keep plugging away until his meter exceeds 100 percent. When Kirby's in a world of hurt, bust out your Smash move or throw him out of the arena.



Toss Giant Kirby away from you. As he trots back to you, use the time to power up an attack.



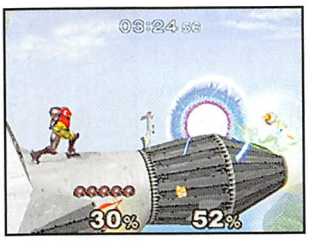
Or you can use the time to prepare to waylay him with a Smash move.

STAGE 6 CORNERIA

MELEE TIME = 4 Min.

CRAZY LIKE A FOX

Fox McCloud is your foe in Stage 6, and you'll battle the pilot on top of a moving Arwing. Fox is a fairly lightweight character, but he's great with the aerobatic recoveries, so it'll take a few tries to smack him off the ship and into the stratosphere for good. Stick with physical combat and avoid using firearms because Fox's Reflector will bounce the shots right back at you.





Hang out on the ship's nose or tail, then force Fox off by using a Smash attack. A few hits should do the trick.

VS. FOX

MELEE TIME = 4 Min.

In your rematch with Fox, his faithful wingmen, Peppy and Slippy, will pilot their Arwings onto the scene and try to shoot you as you battle on top of the giant ship. The lasers can damage Fox, too, so use the shots to your advantage by tossing Fox into the "friendly" fire. Avoid jumping, since most of the laser fire will take place above the main Arwing. Stay grounded and toss Fox into the air as often as possible so he'll take the Arwings' heat. The fourth member of the Star Fox team, Falco, will occasionally replace Fox as your rival in Stage 6's final match if you've already unlocked him as a playable fighter.



Stay low to duck out of the Arwings' laser fire, and knock Fox into the air so he takes the hits instead.

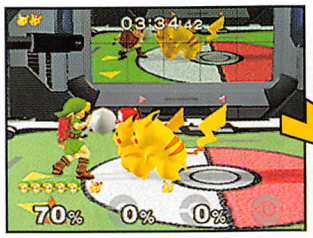


STAGE 7 POKéMON STADIUM

MELEE TIME = 4 Min.

GOTTA SMASH 'EM ALL!

Stage 7 sends 15 Pokémon (mostly Pikachu, but Jigglypuff and Pichu may appear, too) to battle you in the Pokémon Stadium. You'll face off against three fighters at a time, and the quick little critters will keep you on your toes. Use attacks that assault from all sides—such as Mario's Tornado and Link's Spin Attack—to defeat your rivals. Lots of Poké Balls will appear during the battle, and it's a good idea to use them, since the Pokémon they contain can inflict plenty of damage on your opponents.





Grab Poké Balls whenever they appear, and let the creature inside damage your opponents while you battle other Pokémon.

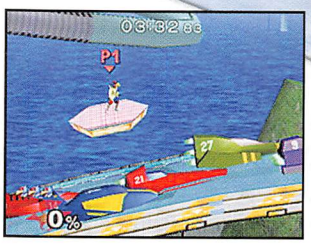


STAGE 8 BIG BLUE

MELEE TIME = 4 Min.

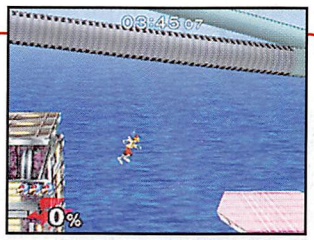
THE GREAT RACE

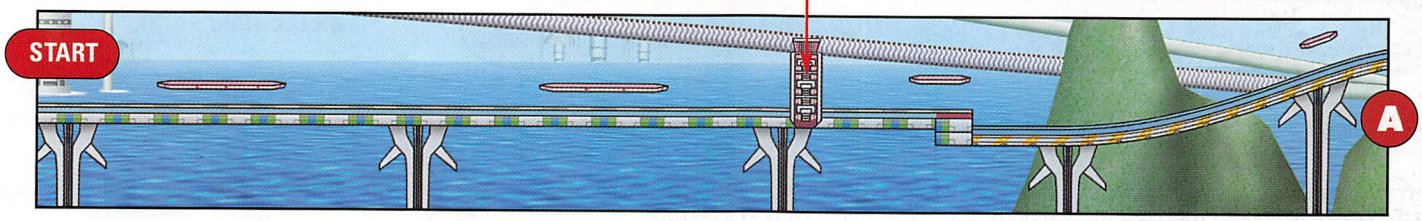
In the F-Zero stage, your only enemies are the F-Zero vehicles that speed across the track. The object is to race to the finish on foot, and you must jump out of the way whenever traffic catches up to you or the racers will cause major damage. Whenever the exclamation point appears, it means that traffic is closing in on you, so hop onto a nearby pink platform.



PINK PIT STOPS

The floating pink platforms are safe spots where you can wait for traffic to pass. You can also seek shelter on the large overpass if your character has the jumping ability to reach the high perch.





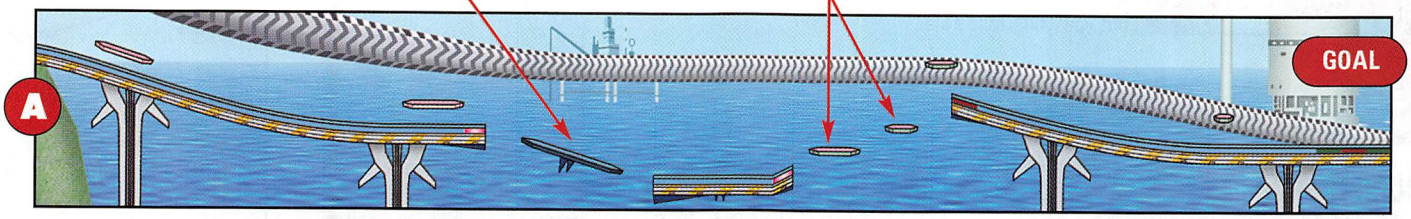
DON'T LOOK DOWN

Press Right on the Control Stick and hit X or Y to jump. Don't press Down on the Control Stick—especially on the sloping platform, because you'll fall through it.

INTO THE GAP

Pink platforms are usually safe from traffic. Stay on the right-hand floating island in the gap in the track. When traffic zooms by, the vehicles will sail right over you.





VS. CAPTAIN FALCON

MELEE TIME = 4 Min.

As soon as the battle begins, Captain Falcon will charge you with the Raptor Boost. Immediately use your shield or try to roll out of the way. Quickly retaliate with any move that can whack him off the road. Falcon has a lot of big moves, and you can catch him off guard after he uses one of them. Move in with a Smash during his down time and always try to throw him into traffic. Pay attention to the warning sign so you'll know when to hop onto a platform to avoid the oncoming traffic.





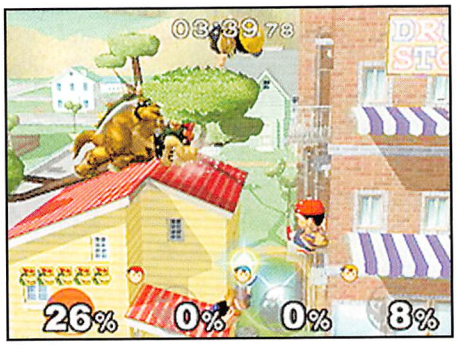


STAGE 9 — ONETT

MELEE TIME = 4 Min.

NESS MESS

Try to lure the multiple Nesses to the roof on the left or the power lines on the right—the platforms in the middle often collapse, and the street is too dangerous to play in. Move from one platform to another until you have defeated at least one Ness. You can attack a bit more aggressively when there are fewer of them to worry about.



Keep moving around the level until you've taken down at least one Ness.

STAGE 10 — ICICLE MOUNTAIN

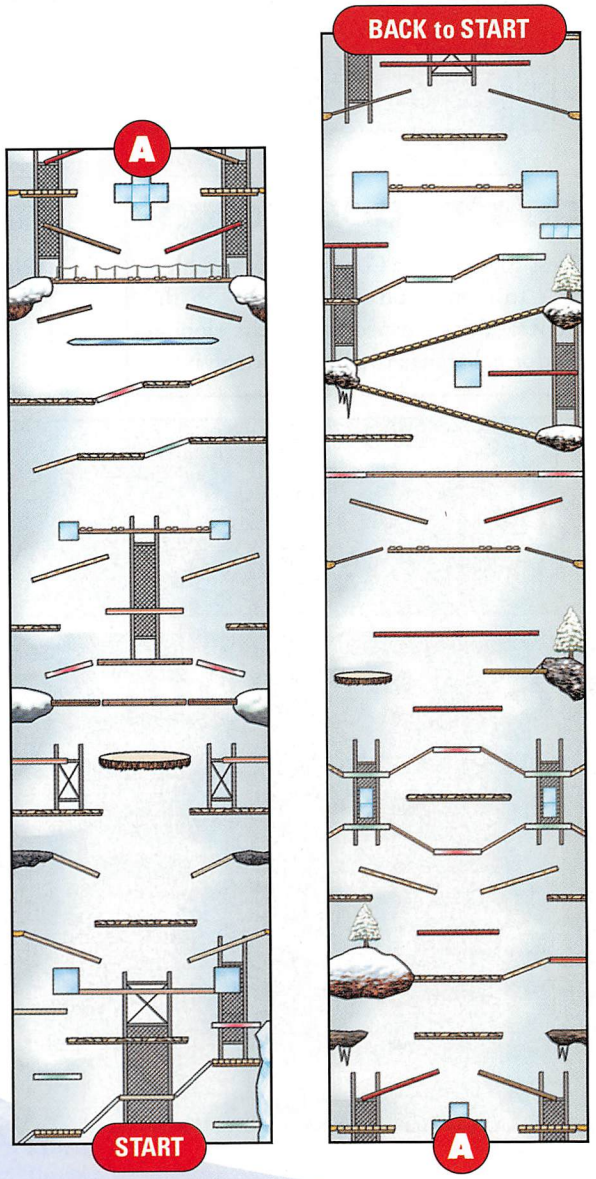
MELEE TIME = 4 Min.

AUTO-SCROLLING MAP

The stage scrolls up most of the time, though it can move back down on occasion. Don't battle the Topis and Polar Bears; just avoid them. After 51 seconds have passed, two sets of Ice Climbers will appear.



Try to stay in the middle of the stage as it scrolls. If the stage moves on without you, you'll lose a life.



COLD SHOULDER

POLAR BEARS

The Polar Bear is pretty tough. Don't battle the bears unless you have to—you probably won't have time to defeat them and keep up with the scrolling screen at the same time.



TOPIS

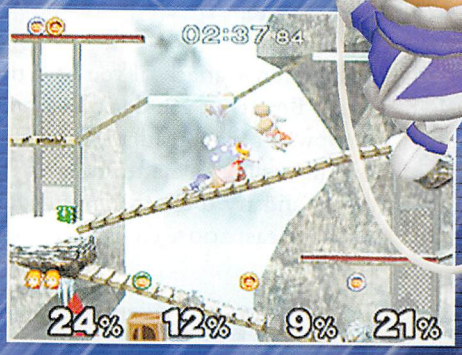
Topis are relatively harmless, even though they're very aggressive. They're more like obstacles than enemies. One or two solid hits will send them flying if they get in your way. If not, just leave them alone.



VS. ICE CLIMBERS

When the two teams of Ice Climbers appear, the mountain won't move as much but it will stay in motion. It's easiest to let the Ice Climbers come to you. Charge a Smash attack and wait for the Ice Climbers to come near, or attack them from below. They are dangerous when all four attack you at once, so you shouldn't charge them unless you can catch them unaware. Try to hit both pairs at once when you can.





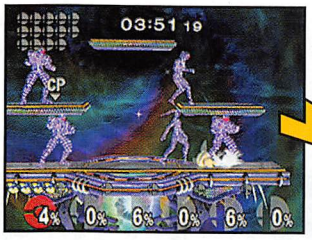


STAGE 11 BATTLEFIELD

MELEE TIME = 4 Min.

WIREFRAMED!

It's very easy to knock your opponents off the platforms in Stage 11, which is good, because there are a lot of them. Use Smash attacks and charged-up special moves to knock out many wireframes at once. Use a rolling dodge if you find yourself surrounded by the wireframe fighters. Try attacking the wireframes from below when you can. The gravity on the stage is low, which makes it easy to smash the wireframes off the stage.



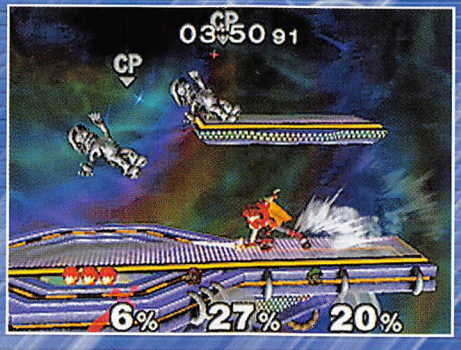


Use a rolling dodge to escape the wireframes' clutches, then Smash them away!

VS. METAL MARIO & METAL LUIGI

Never let the metal bros. attack you from both sides. Try to keep them on one side of you so you can attack them both with one blow. When they're closing in on you on the lower level, jump to a higher platform to escape. Be patient and take full advantage of their slightly slower movements to gain the upper hand. Slowly add to their damage counters, then wait for the opportunity to Smash them both off the stage. You can always grab and throw the metal bros. when you're near the edge of the stage as well.

MELEE TIME = 4 Min.





Try to hit both bros. at once—with a Smash attack if you can charge one up.

STAGE 12 FINAL DESTINATION

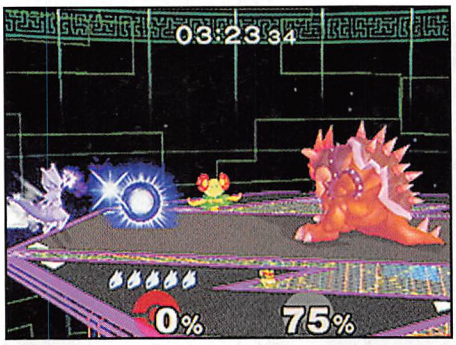
MELEE TIME = 4 Min.

BOWSER BATTLE



Use long-range attacks if you have them so you don't have to get too close to Bowser. If you don't have any long-range attacks, try to jump over Bowser's Fire Breath to attack him in the face, or attack him while he's vulnerable after he uses the Bowser Bomb. Keep moving and try to catch him off guard. After you've given Bowser at least 200% damage, try to Smash him off the stage.





The safest way to pile on the damage is from afar. Use long-range attacks when you can.



Your throw move will also work well. Approach Bowser with caution!

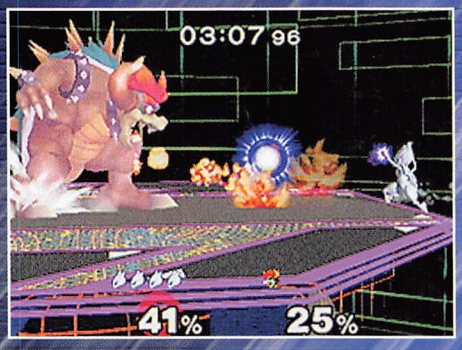
VS. GIGA BOWSER

MELEE TIME = 4 Min.

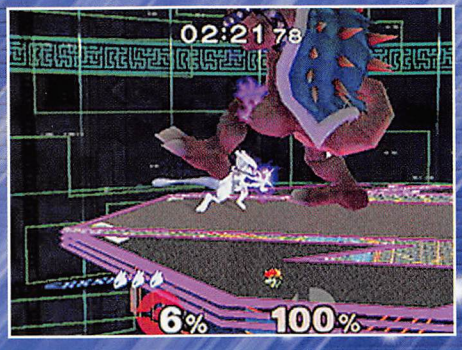
You aren't guaranteed a Giga Bowser battle. You must be playing the game on Normal difficulty or harder, and you have to complete all 12 stages in less than 18 minutes without continuing. Giga Bowser is bigger and badder than the already big and bad Bowser from the start of Stage 12. You have a tough battle ahead!







Don't get in Giga Bowser's face—keep your distance and attack with a long-range move.



If you can, rush Giga Bowser as he begins an attack, then pick him up and throw him.

You should attack Giga Bowser with the same strategy you used on Bowser. Try to attack Giga Bowser from a distance with long-range moves or weapons and catch him off guard with a solid attack. Try to snag all of the items that fall onto the playing field—they will give you a boost and, possibly, a slight advantage.

REGULAR MATCH

ALL-STAR



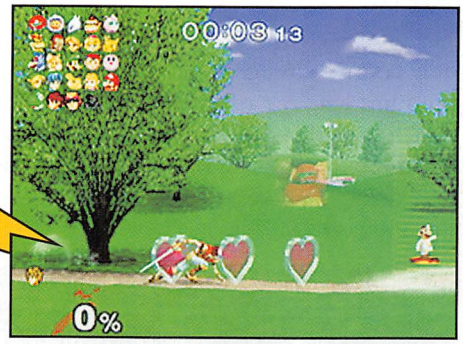
After you've unlocked all of the hidden characters, the All-Star Mode will be unlocked and available to play. You'll face every Super Smash Bros. Melee character on your way to victory.

ALL-STAR SQUADRON

You have only one character in your stock in All-Star Mode, and you'll be facing dozens and dozens of tough characters. If you're knocked out, you're finished. After you complete each battle, you'll stop in a wooded area that contains three Heart Containers and, occasionally, trophies. Use the Heart Containers sparingly—once they're gone, they're gone for good. You can check the characters in the upper-left corner of the wooded area to see the order of your opponents.



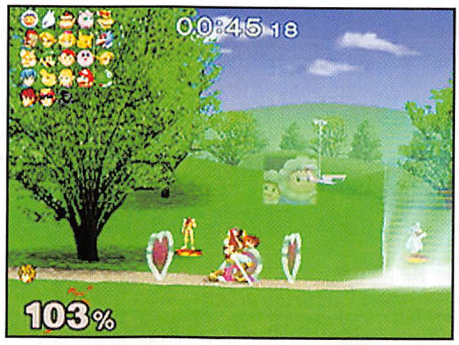
You'll battle every one of the characters in the game in All-Star Mode.



The wooded area has Heart Containers for you to use. It also shows you the order of your opponents. Sometimes you can find trophies there, too.

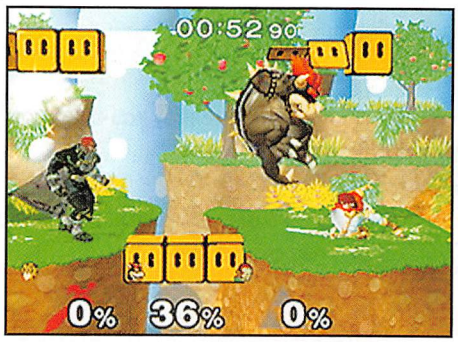
STAR WARS

The All-Star Mode has 13 battles. The number of opponents in rounds 1 through 12 doesn't change, but the opponents themselves will. The thirteenth round is always a battle with 25 Mr. Game & Watches. Check the chart on the right to see how many opponents you'll battle in each round of play.

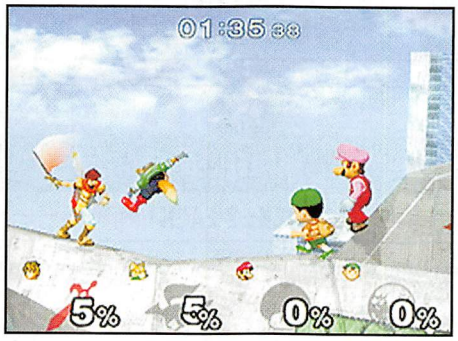


BATTLE	# OF OPPONENTS
1st - 4th	1
5th - 8th	2
9th - 12th	3
13th (Final)	25

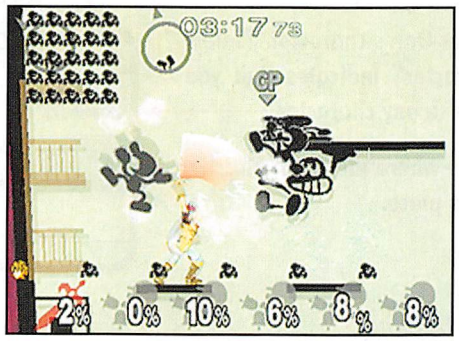
Save your Heart Containers until you've taken 100% damage or more. You don't want to waste them.



Don't let your opponents surround you! Keep moving and try to use your long-range attacks when you can.



You'll have to divide your attention among three opponents in rounds 9 through 12.



Your best bet against the 25 Mr. Game & Watches is to stand on the leftmost platform while constantly using your Up plus A attack.

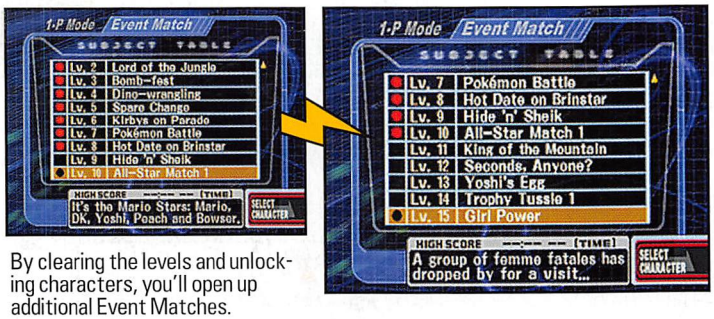
EVENT MATCH



To punch up the action, 1-P Mode lets solo smashers duke it out in 51 different Smash scenarios. Each Event Match features its own special setup, so you must follow each level's unique set of rules to win.

SPECIAL EVENTS TO UNLOCK

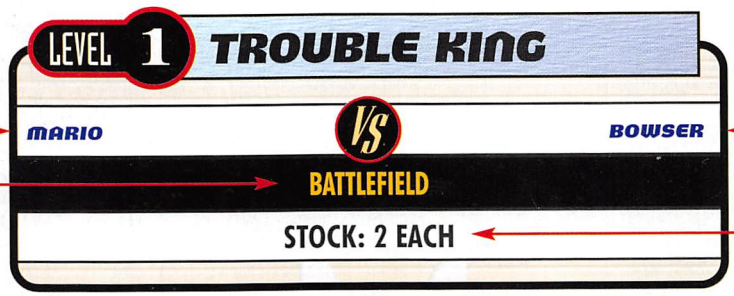
The one-player Event Match Mode features 51 special battles, but only Levels 1 through 10 will be available at the get-go. The chart to the right lists the requirements you must fulfill to unlock Event Match's additional levels. To win the matches, you must follow each scenario's special set of rules. The requirements and winning conditions vary from level to level, so you'll have to change your strategy in every Event Match.



By clearing the levels and unlocking characters, you'll open up additional Event Matches.

LEVELS TO UNLOCK	REQUIREMENTS
Levels 11-15	Win 6 different matches from Levels 1 through 10
Levels 16-20	Win 10 different matches from Levels 1 through 15
Levels 21-25	Win 16 different matches from Levels 1 through 20
Levels 26-29	Win 22 different matches from Levels 1 through 25
Level 30	Win 27 different matches from Levels 1 through 29
Levels 31-39	Complete 30 levels and unlock Falco, Jigglypuff, Luigi and Young Link
Levels 40-50	Complete 30 levels and unlock all characters (except Pichu)
Level 51	Complete Levels 1 through 50 and defeat Giga Bowser in Adventure (see page 62)

EVENT MATCH KEY



Player One's character. "Select Character" indicates that you can use any character.

Stage where the Event Match takes place.

Opponent(s) you must battle.

Basic rules, including number of stock lives.

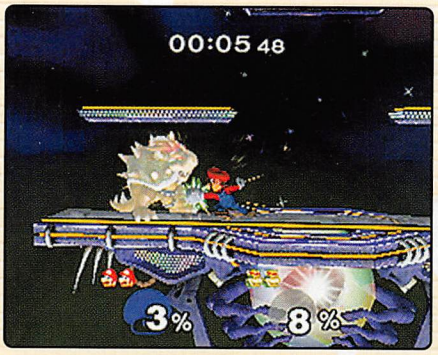
LEVEL 1 TROUBLE KING

MARIO VS BOWSER

BATTLEFIELD

STOCK: 2 EACH

You have unlimited time to KO Bowser twice. He won't attack much, so unleash an onslaught of basic attacks. After whaling on him for a while, use the Super Jump Punch to send him flying over the edge. If Bowser tries to spin back onto solid ground, hit B to launch your Fireballs. With well-timed projectile attacks, you'll be able to keep Bowser at bay and damage him as he reenters the arena.



Bowser is slow to unleash the blows, so you'll have a good chance to attack him rapidly. Rack up the damage with simple attacks, then follow up your barrage with a Super Jump Punch.

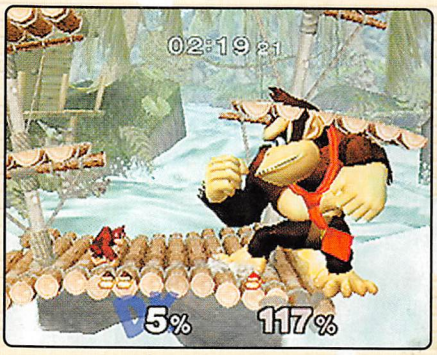
LEVEL 2 LORD OF THE JUNGLE

GIANT DONKEY KONG VS DONKEY KONG

KONGO JUNGLE

TIME: 3:00 / STOCK: 2 EACH

As a king-sized Kong, you must defeat the relatively tiny Donkey Kong two times. Little DK will be hard to hit if you're fighting at close range, so keep your distance. Stay on the main platform during the battle. If your opponent hops to a higher platform, he'll be at the perfect height to receive your Giant Punch. Hit B to wind up the devastating attack when tiny DK moves to an upper level.



Tiny DK will spend most of his time attacking you while standing under your legs. Most of your Hand Slaps won't connect if he's down there, so take a step back to attack. The Spinning Kong should do the trick.

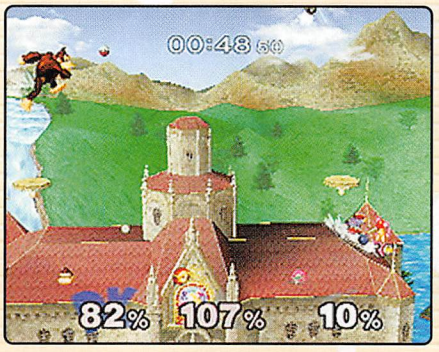
LEVEL 3 BOMB-FEST

(SELECT CHARACTER) VS LINK & SAMUS

PRINCESS PEACH'S CASTLE

STOCK: 1 EACH

In the explosive third level of the Event Matches, you'll battle in an untimed bout against two explosive opponents—Link and Samus. Use a heavy character, since Link and Samus will blast you with their ballistics and the explosions could easily send lightweights flying. Poké Balls containing Electrode will pop up often, so dash to a safe distance if the Pokémon is about to detonate.



Fight fire with fire. Lots of explosive items will appear during the Bomb-Fest battle, so throw the weapons at Samus and Link. Projectile attacks work best against your foes, since you'll want to keep your distance.

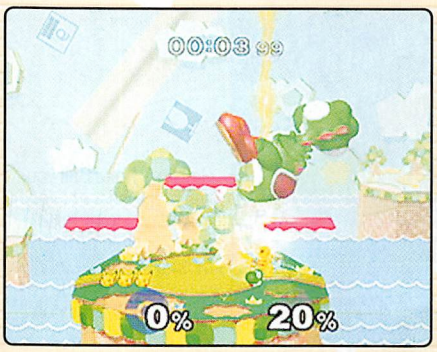
LEVEL 4 DINO-WRANGLING

(SELECT CHARACTER) VS GIANT YOSHI

YOSHI'S STORY

PLAYER 1 STOCK: 3 / RIVAL STOCK: 1

Playing as the dino-wrangler of your choice, you'll have three chances and unlimited time to defeat the giant Yoshi. It's hard to keep up with the jumpy dino, but you'll be able to scorch Yoshi if you stand below it while using Pikachu's Thunder or Ness's PK Flash. Either attack works great when Yoshi is stationed above you, and your position will keep you safe from the dino's tongue.



On rare occasions, clumsy Yoshi will jump right out of the arena to his doom. If you're not that lucky, you can defeat Yoshi almost as quickly by using Pikachu. Strike with Thunder when Yoshi is above you.

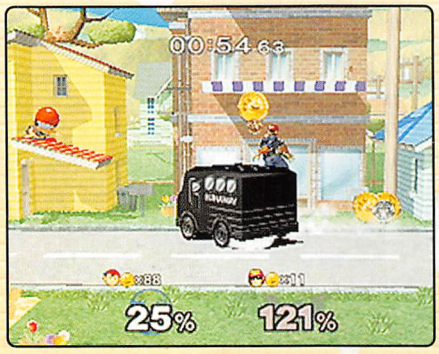
LEVEL 5 SPARE CHANGE

NESS VS CAPTAIN FALCON

ONETT

TIME: 1:20 / COLLECT 200 COINS / INFINITE STOCK

As Ness, you'll play in your hometown for some Spare Change. If you can pocket 200 coins before Captain Falcon does, you'll win. Coins appear whenever a player takes a hit. The harder you hit Captain Falcon, the more coins you'll squeeze out of him, so attack him with big-money moves such as Ness's sideways Smash move, the Home Run Swing.



KOs and hit-and-runs drop big chunks of change. When you're not dealing doses of PK Fire and PK Thunder, station yourself on the sidewalk to lure Falcon onto the road. If he gets hit by a car, you'll score some easy money.

LEVEL 6 KIRBYS ON PARADE

(SELECT CHARACTER) VS KIRBY ×3

FOUNTAIN OF DREAMS

PLAYER 1 STOCK: 1 / RIVAL STOCK: 2 EACH

In a round of untimed Kirby chaos, you'll play as the fighter of your choice and fight a one-on-three battle against pink, yellow and white Kirbys. You'll have only one life to live, while the Kirbys will have two, so choose your character wisely. Since the Kirbys will surround you, use a fighter who has a good multidirectional attack—such as Mario, whose Tornado can keep the Kirbys off your back.



Whirlwind attacks—such as Mario's Tornado, Link's Spin Attack and Samus's Screw Attack—will enable you to fend off multiple Kirbys with one move. A nimble character will also help you keep up with the Kirbys.

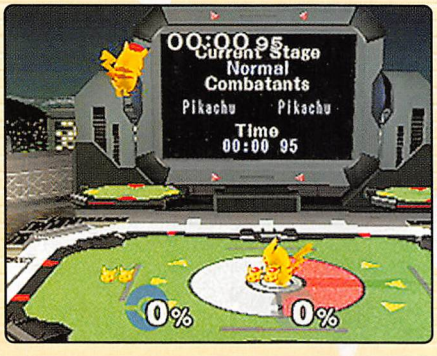
LEVEL 7 POKéMON BATTLE

(SELECT CHARACTER) VS PIKACHU

POKéMON STADIUM

STOCK: 2 EACH / USE POKé BALLS ONLY

Only the Poké Balls that appear in the stadium can inflict damage. Physical contact between you and Pikachu has no effect in the untimed Pokémon Battle. Since you must fight using only the Poké Balls that pop up around the stadium, play as a character who's fairly quick and agile—that way, you'll be able to grab and throw the Poké Balls before Pikachu has a chance to reach them.



Grab any Poké Ball you see and toss it at Pikachu. With few exceptions (such as Wobbuffet), most of the Pokémon you summon into battle will inflict damage only on your rival.

LEVEL 8 HOT DATE ON BRINSTAR

(SELECT CHARACTER) VS SAMUS

BRINSTAR

STOCK: 2 EACH

The Metroid level pits the character of your choice against Samus. The untimed level takes place in the Brinstar stadium, which floats above a lethal pool of lava. One of the most effective battle tactics to use is to whack Samus into the lava as often as possible. Use Smash attacks and moves that will send Samus sailing, such as Captain Falcon's Falcon Punch.



Since the lava periodically floods the lower portion of the stadium, do most of your battling on the upper platform. Ness's Home Run Swing and DK's Giant Punch are perfect for sending Samus into the drink.

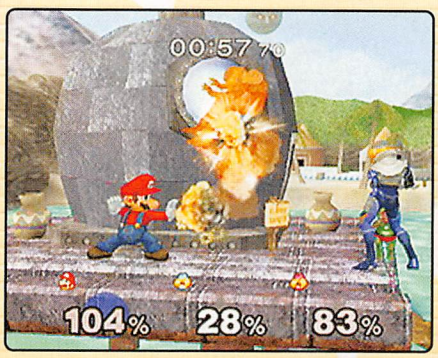
LEVEL 9 HIDE 'N' SHEIK

(SELECT CHARACTER) VS ZELDA (SHEIK) ×2

GREAT BAY

STOCK: 1 EACH / DEFEAT SHEIK ONLY

In Great Bay, you'll battle against two Zeldas, and both of them can transform into Sheik. You can damage and KO your opponents when they're in either form, but you can defeat your rivals only when they're in Sheik form. Avoid knocking out your rival when she's in Zelda form, since it won't count as a win and the KO will reset her damage meter to zero percent.



You'll battle against two rivals at the same time, and you can defeat them only when they're in Sheik form. Avoid using a heavy character like DK, and use a Smash move as your final blow when Zelda changes into Sheik.

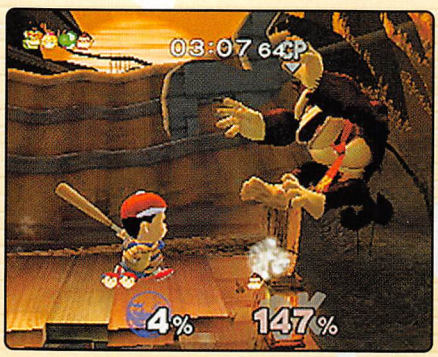
LEVEL 10 ALL-STAR MATCH 1

(SELECT CHARACTER) VS MARIO, DONKEY KONG, YOSHI, PEACH, BOWSER

YOSHI'S ISLAND ♦JUNGLE JAPES ♦YOSHI'S STORY ♦PRINCESS PEACH'S CASTLE ♦RAINBOW CRUISE

PLAYER 1 STOCK: 2 / RIVAL STOCK: 1 EACH

The first All-Star Match is a five-round marathon melee. In each round, you'll battle against a different Mario character: Mario, Donkey Kong, Yoshi, Peach and Bowser. Your damage will carry over from fight to fight, and you have only two stock lives to carry you through all five rounds. Use a character you're comfortable with, and follow up a series of quick hits with a Smash move.



Only two of the five characters you must battle in All-Star Match 1 are heavyweights. Use rapid-fire combos to keep your rival at bay, then finish up the abuse with a Smash move.

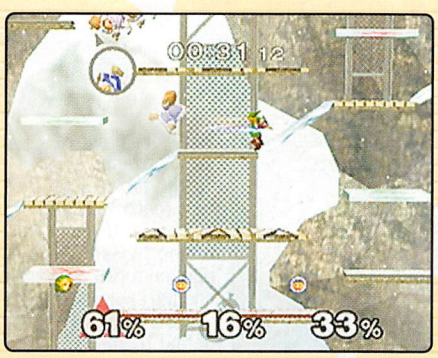
LEVEL 11 KING OF THE MOUNTAIN

(SELECT CHARACTER) VS ICE CLIMBERS ×2

ICICLE MOUNTAIN

TIME: 1:02 / PLAYER 1 STOCK: 1 / RIVAL STOCK: INFINITE

As the clock ticks down, climb up. The level will scroll down little by little, and you'll lose if you can't scale the mountain fast enough and get left offscreen. Two pairs of Ice Climbers will try to slow you down, and they'll keep reappearing no matter how many times you defeat them. Don't waste time battling them. Instead, fend them off with simple attacks and focus on staying alive until time runs out.



You'll lose if you're knocked out or can't keep pace and stay on-screen. Avoid using a light character that is easily knocked off-screen. Use agile fighters and tap X or Y to jump rather than using the Control Stick.

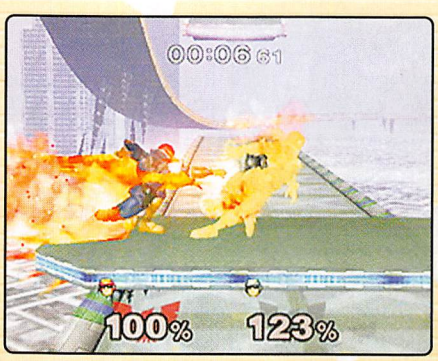
LEVEL 12 SECONDS, ANYONE?

(SELECT CHARACTER) VS CAPTAIN FALCON

MUTE CITY

TIME: 0:07 / STOCK: 1 EACH

You have seven seconds to KO Captain Falcon, so a powerful Smash move is about all you'll have time to use. Stick with powerful characters such as Captain Falcon, Donkey Kong and Ganondorf. All three characters boast hard-hitting moves that you can power up by pressing and holding the B Button. Charge up the punch as soon as the match starts, then clobber your rival.



Play as Falcon, DK or Ganondorf. As soon as "Go!" appears on-screen, press B or charge DK's punch with B. Falcon and Ganondorf will attack when their punches are ready, but you'll have to hit B again to launch DK's attack.

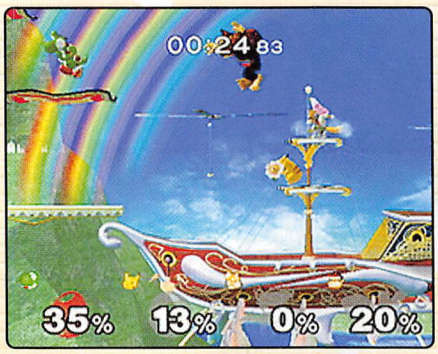
LEVEL 13 YOSHI'S EGG

YOSHI VS PIKACHU, FOX, DONKEY KONG

RAINBOW CRUISE

TIME: 0:55 / INFINITE STOCK / PROTECT THE EGG

As the boat sails across the sky, you must fend off DK, Fox and Pikachu while protecting the Yoshi Egg from harm. You have unlimited lives, so you could continually jump off the boat to distract your rivals from the egg. You'll have even more fun on the boat ride if you leave the egg on the deck while you stand on the ship's cabin and continually hit A to kick your rivals across the boat.



As soon as the ship pulls into port, grab the egg. You'll lose the match if the egg scrolls off-screen, so carry the egg to the highest platform. Tap Z to leave the egg, then pick fights from a safe distance.

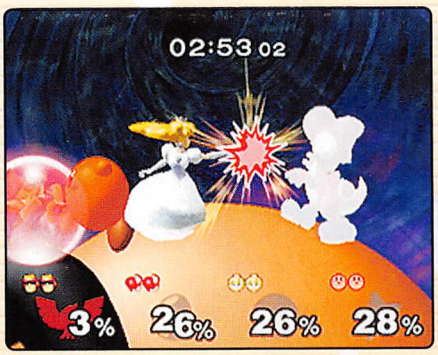
LEVEL 14 TROPHY TUSSLE 1

(SELECT CHARACTER) VS RANDOM CHARACTER ×3

GOOMBA TROPHY

TIME: 3:00 / STOCK: 2 EACH

Trophy Tussle 1 takes place on top of a Goomba Trophy. You'll play as the character of your choice, and you'll spar against a gang of three random characters. Sometimes, your rivals will hit one another by accident, but you'll have to inflict most of the damage yourself. The most effective moves are ones that assault from all sides, such as Mario's Tornado and Link's Spin Attack.



Moves that send your opponents flying are particularly effective, since the small arena has limited floor space. Avoid using a light character, and jettison your opponents with moves such as Falcon's Falcon Punch.

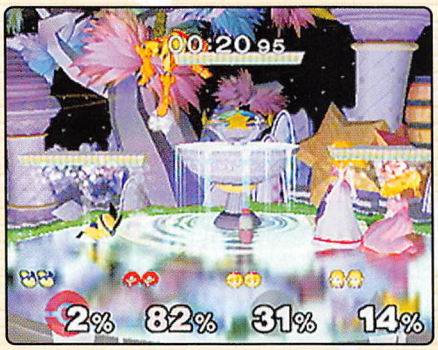
LEVEL 15 GIRL POWER

(SELECT CHARACTER) VS PEACH, ZELDA, SAMUS

FOUNTAIN OF DREAMS

STOCK: 2 EACH

All of the playable females (except for Nana of the Ice Climbers) will gang up on you in Level 15. Though they're bigger than normal, don't battle the women with a large, heavy character. You'll need to stay light on your toes to keep up with Peach, Zelda and Samus, so play as a medium or small character and make frequent use of items and moves such as Pikachu's Thunder or Link's Spin Attack.



Peach, Zelda and Samus are larger than usual, so Pichu will seem much smaller by comparison. Pichu's light weight might be risky to work with, but the Pokémon's Thunder and Skull Bash will prove to be very effective in battle. You can control where you'll land by using the Control Stick.

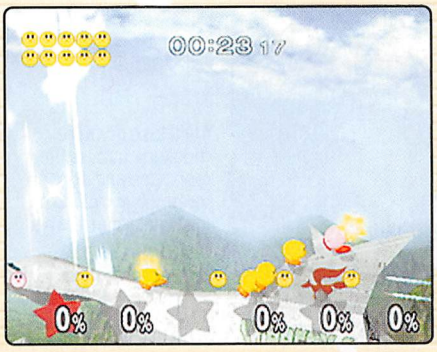
LEVEL 16 KIRBY'S AIR-RAID

KIRBY VS KIRBY ×5 (10 TOTAL)

CORNERIA

TIME: 0:38 / PLAYER 1 STOCK: 1 / USE WARP STARS

As a pink Kirby, you'll face off against 10 different yellow Kirbys. A maximum of five Kirbys will trot across the Arwing at one time. The Kirbys can't fight, and your moves can't inflict damage. The only way to defeat the Kirbys is to use the Warp Stars that pop up. Stand in front of a star, then hit A to warp. You'll reappear with a bang a second later. Use the Control Stick to guide the star.



Wait for a group of Kirbys to approach a Warp Star. Just before they reach it, use the Warp Star. If you timed it correctly, you'll reappear right on top of the Kirbys and the explosion marking your arrival will defeat them.

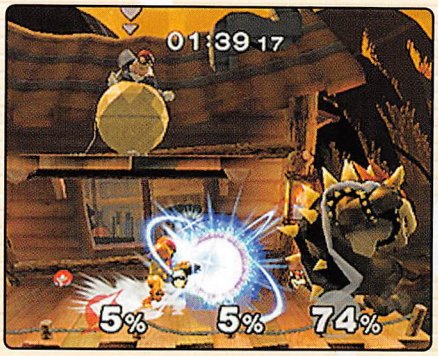
LEVEL 17 BOUNTY HUNTERS

SAMUS (+ CAPT. FALCON) VS BOWSER

JUNGLE JAPES

TIME: 2:00 / STOCK: 1 EACH

In Level 17, you'll play as Samus and compete against Captain Falcon to see which bounty hunter can defeat Bowser first. It's a race against the clock and Captain Falcon, so strike quickly. Falcon's moves can't hurt you, and his attacks will weaken Bowser so you can move in to make the final blow. If Bowser falls off the arena on his own, it won't count as a victory, so make sure you hit him first.



Captain Falcon will do a lot of the work for you, but you can't let him finish off Bowser or you'll lose the match. Follow up Falcon's attacks with a powered-up Missile.

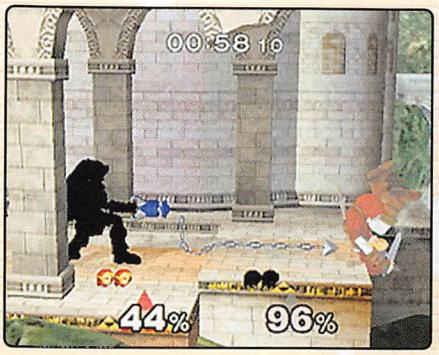
LEVEL 18 LINK'S ADVENTURE

LINK VS SHADOW LINK

TEMPLE

STOCK: 2 EACH

As Link, you'll face your dark side and battle Shadow Link in the Hyrule Temple. Your opponent has the same moves as you, and it prefers fighting at close range. Launch the Hookshot at your shadow, then use a Spin Attack when you reel in your foe. Try to lure your opponent to the edge of the arena so you can Smash your enemy out of the Temple.



As soon as Shadow Link brandishes the Hookshot, dash away from it. Shadow Link will be open for attack if it misses with its Hookshot, so immediately retaliate with a quick attack.

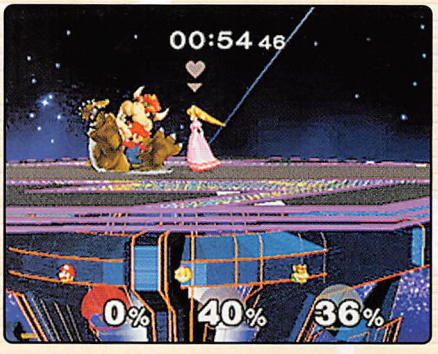
LEVEL 19 PEACH'S PERIL

MARIO (+PEACH) VS BOWSER

FINAL DESTINATION

TIME: 1:00 / MARIO & PEACH STOCK: 1 / RIVAL STOCK: INFINITE

Play as Mario and protect Peach from Bowser as she paces back and forth across the arena. Peach won't fight back and she'll walk toward Bowser even if he's standing in her way. To distract him from her, attack Bowser with Fireballs. If he gets close to Peach, simultaneously press R and A to grab him, then toss him. Use those tactics to keep Bowser busy and Peach out of harm's way for a full minute.



If Bowser KOs you or Peach, you'll lose. Make sure that Bowser can't get his mitts on Peach by forcibly relocating him with a grab and a throw or Mario's Super Jump Punch.

LEVEL 20 ALL-STAR MATCH 2

(SELECT CHARACTER) VS LINK, ZELDA, SAMUS, CAPTAIN FALCON, FOX

BRINSTAR ▸ GREAT BAY ▸ TEMPLE ▸ MUTE CITY ▸ CORNERIA

TIME: 4:00 / PLAYER 1 STOCK: 2 / RIVAL STOCK: 1

The second All-Star Match gives you four minutes and two lives to beat the stuffing out of Link, Zelda, Samus, Captain Falcon and Fox. You'll fight each character separately, and you'll want to score a KO as soon as possible to beat the clock. To save time, lure your opponent to the edge of any of the arenas, then unleash a Smash move to knock your rival out of the stadium.



If you've unlocked Roy, use him for All-Star Match 2. His sword gives him long reach, so he'll be able to attack from afar and remain healthy for the endurance match. Press and hold B to power up the sword, then take a swing when your opponent lands near you.

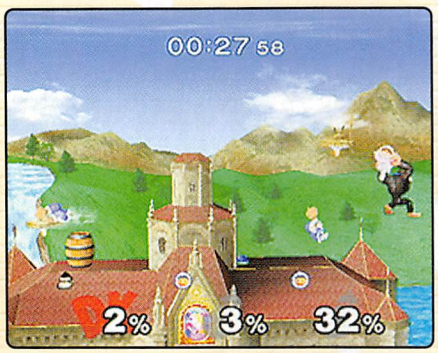
LEVEL 21 ICE BREAKER

(SELECT CHARACTER) VS ICE CLIMBERS ×2

PRINCESS PEACH'S CASTLE

TIME: 1:00 / STOCK: 1 EACH

Two pairs of Ice Climbers continuously hop up and down on either side of the castle. You have one minute to KO both Nanas (the Ice Climber clad in the pink parka), and you'll lose if you defeat Popo. Nana and Popo jump almost in unison, but you can separate the pair if you play as Yoshi and hit B to slurp up one of the Ice Climbers.



In addition to Yoshi, DK works well in the Ice Breaker level. A well-timed Giant Punch will mess up the kids' rhythm, giving you a chance to grab Nana from the pack and toss her off the castle. If she tries to come back, sock it to her with a Giant Punch.

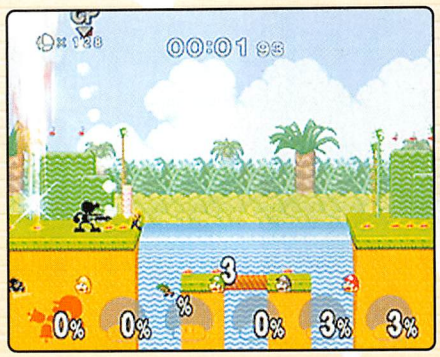
LEVEL 22 SUPER MARIO 128

(SELECT CHARACTER) VS MARIO ×5 (128 TOTAL)

KINGDOM

PLAYER 1 STOCK: 1

It's raining men and they all look like tiny versions of Mario! The sky will shower you with a total of 128 runty Marios, but you'll battle only five at a time. Even though the little guys are easy to defeat, they can cause a little damage, too. To survive Mario after Mario, use Pikachu, since a nonstop barrage of Thunder assaults can wipe out showers of plumbers before they fall to the ground.



If you've unlocked Marth, Roy or Mr. Game & Watch, you can repeatedly tap A to defeat nearby plumbers in an instant. Mr. Game & Watch is probably the best of the bunch. Stand on one side, then fire away by tapping A.

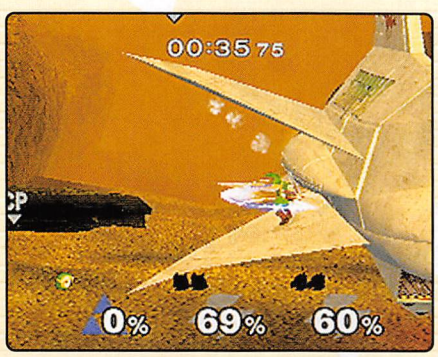
LEVEL 23 SLIPPY'S INVENTION

(SELECT CHARACTER) VS FOX & FALCO

VENOM

STOCK: 2 EACH

Slippy Toad has created a cloaking device to make Fox and wingman Falco invisible. If you look closely, you can see their faint silhouettes, and they'll become a little more visible whenever you hit them. Since you're taking shots in the dark, you'll have a better chance of hitting something if you fire projectiles or use far-reaching attacks—such as Link's Spin Attack or Mario's Tornado.



Since you won't know if Fox and Falco are standing above you or to the left or right, use an attack that covers all sides at once. Link's Spin Attack will do the job.

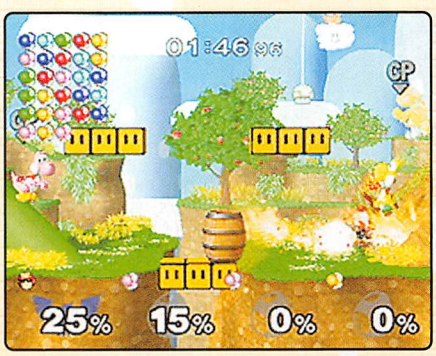
LEVEL 24 THE YOSHI HERD

(SELECT CHARACTER) VS YOSHI ×3 (30 TOTAL)

YOSHI'S ISLAND

TIME: 2:00 / PLAYER 1 STOCK: 1

To clear Level 24, you must defeat 30 Yoshis in two minutes. You'll battle a maximum of three Yoshis at a time, and the final Yoshi is a giant. Beat the clock by bashing the dinos with quick, powerful moves that are easy to execute repeatedly—Pikachu's Thunder is probably the most effective. Mario's Super Jump Punch works well, too.



Pikachu is probably one of the easier characters to use against the Yoshis, but Captain Falcon will make quick work of them, too. Use the Falcon Punch to pummel all of the dinos into extinction.

LEVEL 25 GARGANTUANS

GIANT BOWSER **VS** MARIO, PEACH & GIANT DK

FOURSIDE

PLAYER 1, MARIO & PEACH STOCK: 1 / DK STOCK: 2

Level 25 plays out like an old monster movie, with you playing as Giant Bowser versus Giant DK on top of a skyscraper. Tiny Mario and Peach also join the fray with one life apiece, but they won't even factor into the fight since you or DK will end up knocking them out without even trying. Focus on DK, instead, and press the Control Stick toward the ape while tapping A to smack him into the abyss.



When DK tries to hop onto your platform, give him a big nudge by pressing the Control Stick toward him and tapping the A Button. If you take a plunge, use the Whirling Fortress to save yourself.

LEVEL 26 TROPHY TUSSLE 2

(SELECT CHARACTER) **VS** RANDOM CHARACTER ×3

ENTEI TROPHY

TIME: 3:00 / STOCK: 2 EACH

The second Trophy Tussle takes place atop Entei, and you'll face off against three random characters. Two of the characters will try to take you out. The third character will head to the edge of the arena and wait things out near Entei's face or tail. Fend off the two more active and aggressive opponents with Pikachu's Thunder, then knock the third opponent over the edge when the coast is clear.



At the start, two rivals will move toward you while the third will head toward the edges of the trophy. Quickly move to the right when the match begins to avoid getting caught between all three rivals.

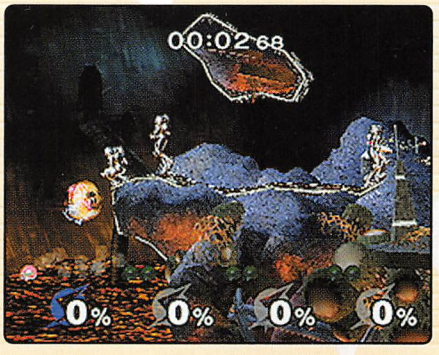
LEVEL 27 COLD ARMOR

SAMUS **VS** METAL SAMUS ×3

BRINSTAR DEPTHS

PLAYER 1 STOCK: 1 / RIVAL STOCK: 2 EACH

Battle the team of three metal Samuses by using the Explosive Punch. Use the move whenever your rivals surround you. If your competition has closed in on you and you need to escape, use your Bomb move so you can curl up into a ball and blast your way to safety. Since the unstable stadium rocks back and forth, avoid falling off by heading to higher ground as soon as the arena begins to tilt.



If you lose your footing, use the Screw Attack to boost yourself back to solid ground. Try your Down plus A move against the metal ladies.

LEVEL 28 PUFFBALLS UNITE!

(SELECT CHARACTER) **VS** KIRBY ×4 (15 TOTAL)

GREEN GREENS

TIME: 2:00 / PLAYER 1 STOCK: 1

An army of 15 Kirbys—each one imitating a different fighter—will take on your character of choice. Pikachu is the prime contender for the puffball bout, since the Pokémon's Thunder assault can easily blast multiple Kirbys. Only four of them will enter the arena at one time. Stay in the middle of the arena when they appear and avoid the explosive blocks on either end of the stadium.



Stay out of the Kirbys' reach by jumping up. While you're airborne, use your Thunder move. When it strikes, it will zap all of the Kirbys in your airspace and any that are standing in your landing spot.

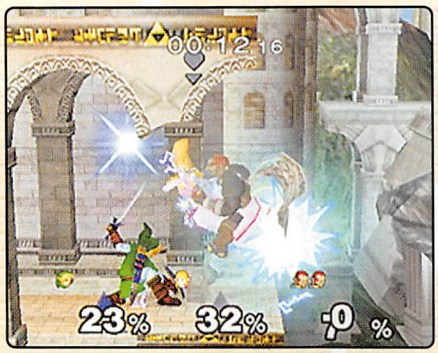
LEVEL 29 TRIFORCE GATHERING

LINK (+ ZELDA) VS GANONDORF

TEMPLE

PLAYER 1 AND ZELDA STOCK: 1 / RIVAL STOCK: 2

As Link, you'll team up with Zelda to defeat Ganondorf twice. If Ganondorf defeats you or your partner—regardless of whether she's in Zelda or Sheik form—you'll lose the match. Teamwork is key in Level 29, so gang up on Ganondorf to do double the damage. If Zelda is on her last legs, lure Ganondorf away from your partner so he can't finish her off.



Work with Sheik or Zelda to defeat Ganondorf. Beware of his Warlock Punch, and flee the scene as soon as you see him powering up the move. If you're fast, you can hit Z to reel in Ganondorf with your Hookshot and slash him with a Spin Attack.

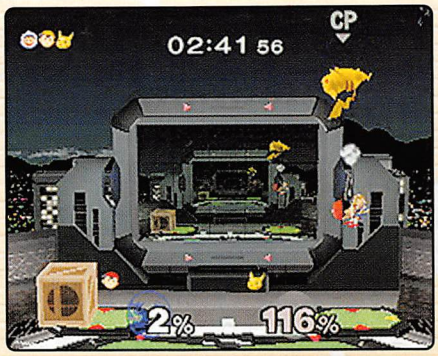
LEVEL 30 ALL-STAR MATCH 3

(SELECT CHARACTER) VS KIRBY, PIKACHU, NESS, ICE CLIMBERS

FOUNTAIN OF DREAMS ▸ POKéMON STADIUM ▸ ONETT ▸ ICICLE MOUNTAIN

TIME: 4:00 / PLAYER 1 STOCK: 2 / RIVAL STOCK: 1 EACH

All of the all-stars in Level 30 are lightweight fighters, so pick a nimble character who can keep up with each of them. You'll have to survive four one-on-one fights, so make the most of your two lives by using Ness. Simultaneously press the A Button and Up on the Control Stick to lash out the yo-yo air attack. Use the move often to launch opponents into the air.



As Ness, use the yo-yo air attack, then pursue your airborne foe. While in midair, follow up your attack with a midair back kick, or wait for your enemy to land and smash your opponent with your baseball bat.

UNLOCK MORE LEVELS

To play Levels 31 to 51, you must first complete Levels 1 through 30. See page 64 for complete details.



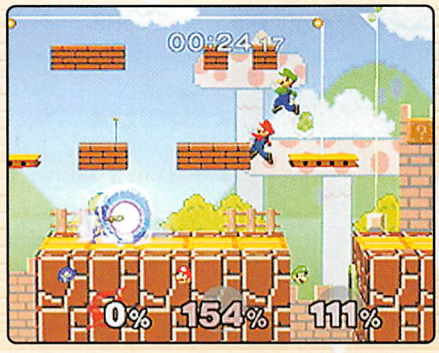
LEVEL 31 MARIO BROS. MADNESS

(SELECT CHARACTER) VS MARIO & LUIGI

KINGDOM

TIME: 2:00 / UNLIMITED STOCK

Don't fall into the gaps or go off the sides of the screen in the Mushroom Kingdom arena. If you can whack the Mario Bros. out of bounds more times than they can knock you out, you'll win the two-minute match. Samus is a safe bet for the bout. Curl up into her Bomb maneuver to blast the Mario Bros. out of the arena. When you're balled up, they'll have a tougher time hitting you.



Knock Mario and Luigi out of the arena as many times as possible. Use Samus's Charge Shot to blow them away, and use her Screw Attack if you take a tumble into a gap.

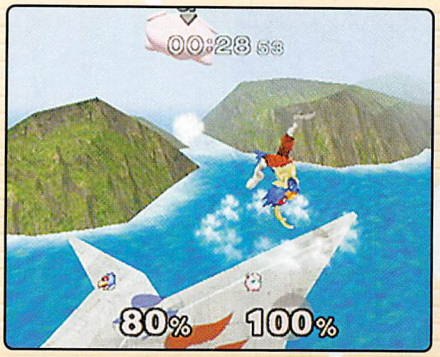
LEVEL 32 TARGET ACQUIRED

FALCO VS JIGGLYPUFF

CORNERIA

TIME: 1:00 / UNLIMITED STOCK

A squad of incoming Arwings will try to blast Jigglypuff, and you must KO the Pokémon more times than the starfighters manage to do during the minute-long match. You can let the Arwings inflict the bulk of the damage on Jigglypuff as long as you deal the final blow. When an Arwing blasts Jigglypuff skyward, follow up the attack by pursuing the airborne Pokémon with the Fire Bird attack.



Make as much contact with Jigglypuff as possible to ensure that you land the final hit that KOs the Pokémon. Continuously use Falco's Fire Bird attack to launch Jigglypuff into the Arwing laser fire and to knock the Pokémon out of the arena.

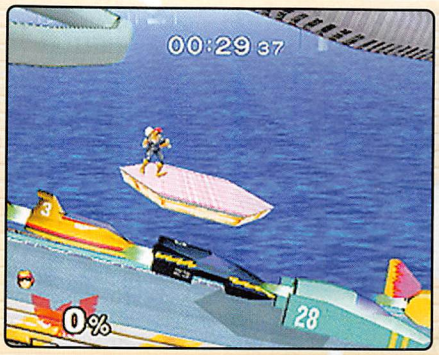
LEVEL 33 LETHAL MARATHON

CAPTAIN FALCON VS F-ZERO MACHINES

BIG BLUE

TIME: 0:45 / PLAYER 1 STOCK: 1

Though he usually races in an F-Zero machine, Captain Falcon must tackle the Big Blue track on foot. Race to the finish in less than 45 seconds and dodge the pack of racers or you'll be instantly knocked out. As soon as the match starts, dash to the right. Whenever you drop to a lower level, you'll have to start dashing again, so immediately slam the Control Stick to the right to continue running.



Immediately dash when the race begins. When you drop to the lower level, immediately dash again. If you can keep up the pace, you'll be able to make it to the first platform on the downhill slope before traffic catches up with you. Take your second break on one of the floating platforms at the next gap in the track.

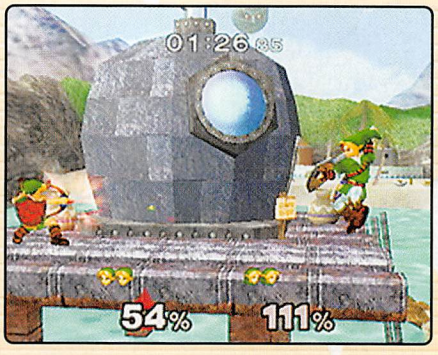
LEVEL 34 SEVEN YEARS

YOUNG LINK VS LINK

GREAT BAY

STOCK: 3 EACH

As Young Link, you must battle against your adult self. Older Link is a pro at close combat, so keep your distance. Attack with your Fire Bow, Boomerang, Bombs and items. Beware of Link's hookshot and be prepared to dash away from it as soon as your rival whips it out. Level 34 has no time limit, so patiently attack Link from a safe distance and take your time inflicting damage.



Charge up your Bow to let your arrows fly far. Use long-distance attacks to push the older Link's damage over 100%, then move in with big assaults such as the Spin Attack or an upward slash (simultaneously press A and Up on the Control Pad).

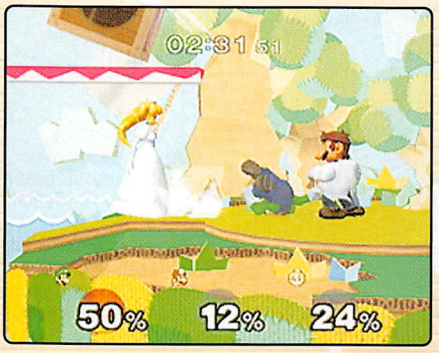
LEVEL 35 TIME FOR A CHECKUP

LUIGI VS DR. MARIO & PEACH

YOSHI'S STORY

TIME: 3:00 / STOCK: 1 EACH

In Level 35, you must play as Luigi and defeat both Dr. Mario and Peach (in her white medical getup). Both opponents have a knack for knocking you out of the arena if you're near a ledge, so station yourself in the center of stadium. Avoid jumping when either foe is nearby or you'll get socked into the sky. If you become airborne, whirl into the Cyclone so you can whack them as you land.



When Peach and Mario have you surrounded, hit L or R and press the Control Stick sideways for a quick evasive maneuver. Prescribe some pain to the doctors by charging back at them with an item, the Green Missile or a Super Jump Punch.

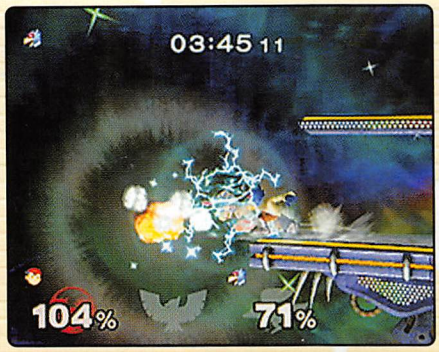
LEVEL 36 SPACE TRAVELERS

NESS **VS** SAMUS, KIRBY, FOX, CAPTAIN FALCON, FALCO

FOURSIDE ♦ BATTLEFIELD

STOCK: 1 EACH

Your battle against Samus, Kirby and Fox takes place on Fourside. You'll start the Fourside battles on the left platform, and you should try to stay there for the duration of the battles. The prime location makes it easy for you to send your opponents plummeting to the ground, especially when you press Up or Down on the Control Pad while tapping A to launch a yo-yo assault.



When you fight Falcon and Falco, you'll spar on the Battlefield. Use PK Thunder to slam your opponents over the edge or to attack them whenever they're above you.

LEVEL 37 LEGENDARY POKÉMON

(SELECT CHARACTER) **VS** JIGGLYPUFF & WIRE FRAMES x3

BATTLEFIELD

PLAYER 1 STOCK: 1 / RIVAL STOCK: 2 EACH

The object is to defeat the three wire frames and Jigglypuff. The legendary Pokémon that pop out of the Poké Balls are the key to winning the match, since they'll cause the most damage to the enemy wire frames. Jigglypuff will stay out of the fight and wait for the Poké Balls to appear, so a speedy character such as Captain Falcon will be able to beat the Pokémon to the items.



Use Captain Falcon so you can quickly grab the Poké Balls before Jigglypuff reaches them. When you're not summoning the legendary Pokémon to do your dirty work, use the Falcon Punch to scorch multiple enemies in a single bound.

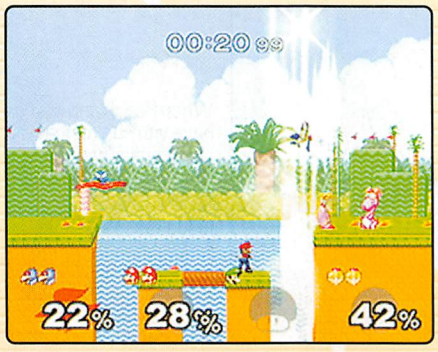
LEVEL 38 SUPER MARIO BROS. 2

(SELECT CHARACTER) **VS** MARIO, LUIGI & PEACH

KINGDOM II

STOCK: 2 EACH

Your opponents—Mario, Luigi and Peach—can harm one another, so you'll last longer if you do your best to stay out of their way until only one of them is left. Falco is particularly fast and slick with the evasive maneuvers, so play as the bird. If your opponents gang up on you on the central platform, escape by jumping up and smashing sideways in midair while pressing B.



Since Luigi tends to do himself in with his Green Missile, focus on Peach and Mario. Falco's Fire Bird is a swift and effective attack, and a sideways Smash can easily push an opponent over the edge.

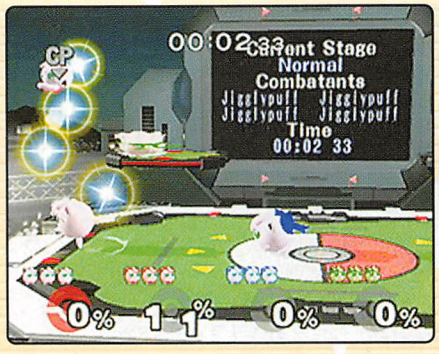
LEVEL 39 JIGGLYPUFF LIVE!

JIGGLYPUFF **VS** JIGGLYPUFF x3

POKéMON STADIUM

STOCK: 3 EACH

In the battle of the Jigglypuff, you must fend off three rivals. The easiest way to dispatch the Pokémon is to grab and throw one by using Z followed by a Control Stick maneuver. If you're surrounded by Jigglypuff, smash Left or Right on the Control Stick while pressing B to use the Pound move. Your Rollout attack is also handy for bowling over rows of Jigglypuff.



Special attacks work great against the Jigglypuff, but the easiest way to battle them is by grabbing and throwing them out of the stadium. It'll be easier to grab one if you dash toward your victim.

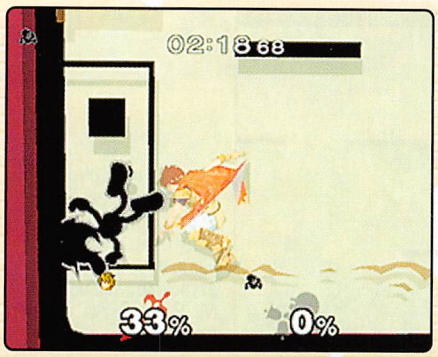
LEVEL 40 ALL-STAR MATCH 4

(SELECT CHARACTER) VS MARTH, LUIGI, JIGGLYPUFF, MEWTWO, MR. GAME & WATCH

TEMPLE ▸ KINGDOM II ▸ POKé FLOATS ▸ FLAT ZONE

TIME: 4:00 / PLAYER 1 STOCK: 2 / RIVAL STOCK: 1 EACH

Characters whose powered-up B-Button attacks send opponents flying far are perfect for Level 40. A hit from Falcon's Falcon Punch will knock your opponent out of reach, giving you time to charge up the attack with even more power so you can unleash it again when your rival returns for more. Roy's Flare Blade is even more effective, and the character will be unlocked if you've reached Level 40.



Roy works great in Level 40, since his sword gives him a longer reach than other characters. Swing the sword to keep enemies at bay and botch their Smash attempts.

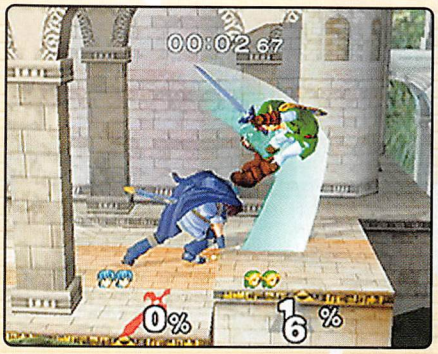
LEVEL 41 EN GARDE!

MARTH VS LINK

TEMPLE

STOCK: 2 EACH

The best place to stake out in Level 40 is in front of the raised ledge under the right side of the Temple roof. If you charge up your sword or use the Dancing Blade, you'll be able to whack Link into the tunnel below your station. Carefully time the move as he's about to climb back up to pop him over the edge. As usual, Link will try to fire his Hookshot, so always keep your distance.



Link is light on his feet and swift with a sword, so your best offense is to charge up your blade and slash him. Fight in close combat for brief periods, then retreat and power up your sword. Link is very quick to attack when he approaches, so begin taking a swing when he's several steps away.

LEVEL 42 TROUBLE KING 2

LUIGI VS GIANT BOWSER

POKé FLOATS

STOCK: 2 EACH

Big Bowser won't be able to recover if he falls off Squirtle, so you can score an easy victory by sending Bowser over the edge twice. Pull off the feat by standing on the left end of the arena. When Bowser comes down after you, quickly grab him then toss him over the side. If Bowser attacks when he's dropping down to your level, move toward Squirtle's shoulder to avoid getting knocked off your perch.



Just about every move in Giant Bowser's arsenal will defeat Luigi, so bide your time and wait for Bowser to come to you. Stand on Squirtle's hand, then hit Z to grab Bowser as he approaches. Immediately hurl him to the left before he can escape your grasp.

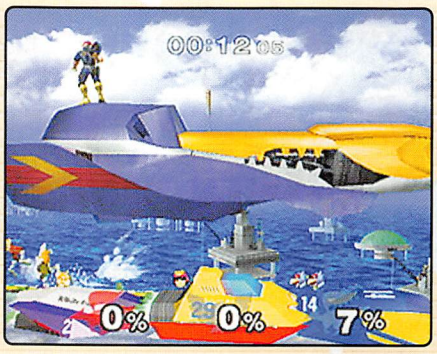
LEVEL 43 BIRDS OF PREY

FOX VS FALCO & CAPTAIN FALCON

BIG BLUE

STOCK: 2 EACH

As Fox, battle Falco and Falcon while stationed on the small F-Zero machines cruising below the main ship. Stay on the left-most machine, then catch and toss your opponents into the street when they come after you. You can also ambush your rivals by launching into the Fire Fox when either Falco or Falcon is dropping down to pay you a visit.



Ride the F-Zero machine that cruises in the lower-left corner of the screen and shove your enemies into the street. Follow up any point-blank attack by grabbing your enemy. Once he's in your clutches, you can toss him onto the track.

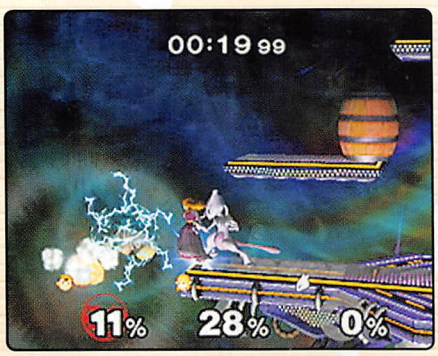
LEVEL 44 MEWTWO STRIKES!

(SELECT CHARACTER) VS MEWTWO & ZELDA

BATTLEFIELD

STOCK: 1 EACH / DEFEAT MEWTWO BUT NOT ZELDA

This match is extremely hard—you must avoid Zelda's attacks but you cannot defeat her. Try the rolling dodge to avoid her attacks. You can also throw her in the air, then run away. Concentrate on Mewtwo when you can. Both Mewtwo and Zelda are extremely fast and powerful. Try to use characters who can stay off the stage for long periods of time.



Ness is a good choice for the battle. Jump off the stage and allow Ness to fall below the level of the platform that Mewtwo occupies, then use the PK Thunder return-move to return to the stage through Mewtwo.

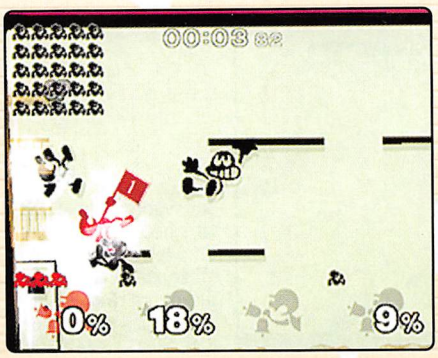
LEVEL 45 GAME & WATCH FOREVER

MR. GAME & WATCH VS MR. GAME & WATCH ×3 (25 TOTAL)

FLAT ZONE

STOCK: 1 EACH

The 25 Mr. Game & Watches will fall into the stage from above. Stand on the lower-left platform and wait for them to attack you. Push or Smash the Control Stick Up and press A to defeat them continuously. If too many attack you at once, you'll be in trouble. Use your Left and Right Smash attacks to clear many away.



The leftmost platform won't disappear like many of the others do. Stay on it, and keep using your upward attack to take out many Mr. Game & Watches in a row.

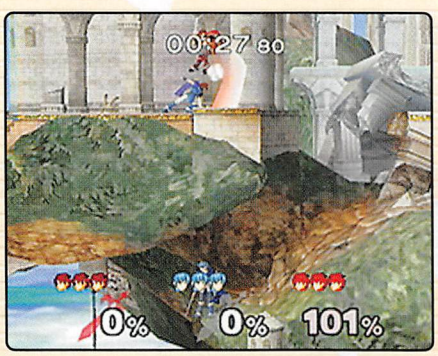
LEVEL 46 FIRE EMBLEM PRIDE

(SELECT CHARACTER) VS MARTH & ROY

TEMPLE

STOCK: 3 EACH

When the battle starts, make your way to the ledge in the middle of the stage. If you go down through the tunnel and back up, you should be able to battle the enemies one at a time. You can also try to hide in the tunnel where Marth is standing in the screen below and wait for the Fire Emblem characters to jump down to the area, where you'll use a Smash Up plus A move on them.



If you can tackle the opponents one-by-one, the battle will be easier. Roy is an excellent character for this stage because of his strong sideways and upward attacks.

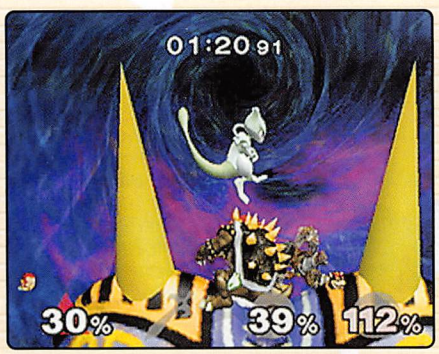
LEVEL 47 TROPHY TUSSLE 3

(SELECT CHARACTER) VS RANDOM CHARACTER ×3

TROPHY OF MAJORA'S MASK

TIME: 3:00 / STOCK: 2 EACH

A heavy character will do well in the Trophy Tussle. The computer-controlled characters will focus their attacks on you, unless you can trick them into fighting with each other. Lure them to the center of the stage, then use a dodge or jump away to let them fight each other without hurting you. Dash in to attack when you have a clear shot at one or more opponents.



Ganondorf is a good, heavy character to try. He sits out as much of the battle as he can, allowing the computer-controlled opponents to tussle among themselves.

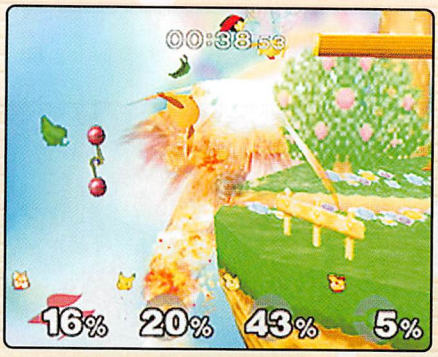
LEVEL 48 PIKACHU AND PICHU

(SELECT CHARACTER) VS PICHU ×2 & PIKACHU

DREAM LAND

PLAYER 1 STOCK: 2 / PICHU STOCK: 1 EACH / PIKACHU: INFINITE

Pikachu and the two Pichu will work together to form combos, but for the most part you need to avoid Pikachu's more aggressive attacks. The Pichu will also stay together, usually, so they're pretty easy targets. You can KO Pikachu to get it out of the way for a few seconds so you can concentrate on the Pichu, but it has infinite lives and it will reappear.



Use a fast character like Fox. His Fire Fox move lets you return to the stage, and it does plenty of damage, as well, if an opponent or two is in your path. Zelda is another good choice for this level.

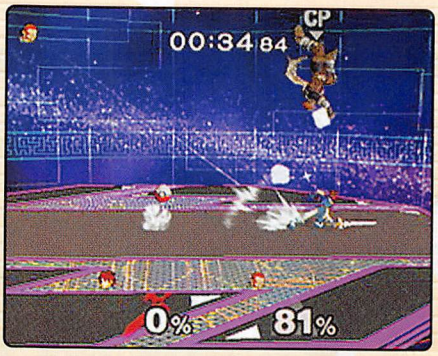
LEVEL 49 ALL-STAR MATCH DELUXE

(SELECT CHARACTER) VS DR. MARIO, FALCO, PICHU, ROY, YOUNG LINK, GANONDORF

KINGDOM ➡VENOM ➡POKéMON STADIUM ➡GREAT BAY ➡TEMPLE ➡BATTLEFIELD

TIME: 4:00 / PLAYER 1 STOCK: 2 / RIVAL STOCK: 1 EACH

You'll be battling half a dozen of the hidden characters in this final All-Star Match. Your stock is set at a measly two, so you'll want to end each round as quickly as possible. Try leading the opponents to the edge of the stages, then Smash them off. Of the six, the hardest to defeat is Ganondorf. After he uses an attack that takes a long time, run in and attack when he's off guard.



Ganondorf likes to use the Warlock Punch and other moves that take time to execute and leave him helpless for a short time. Attack when he's off guard to raise his damage level slowly.

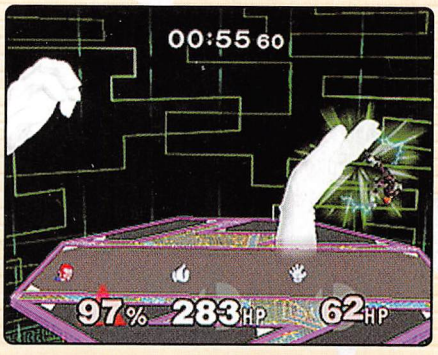
LEVEL 50 FINAL DESTINATION MATCH

(SELECT CHARACTER) VS MASTER HAND ×2

FINAL DESTINATION

STOCK: 1 EACH

A heavy and powerful character or one with strong upward attacks is the way to go with the Final Destination Match. You're battling two Master Hands, and one is bad enough! Concentrate on one at a time, using your strongest upward attacks near the wrist. Try to dodge or jump over the hands' attacks when they come at you.



Ganondorf is a good pick for this match. Use his Up plus A attack on one Master Hand at a time. If you use a different character, a different attack might be better. Go with your strongest upward move.

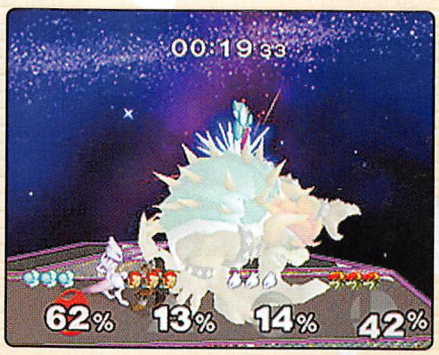
LEVEL 51 THE SHOWDOWN

(SELECT CHARACTER) VS GIGA BOWSER, MEWTWO & GANONDORF

FINAL DESTINATION

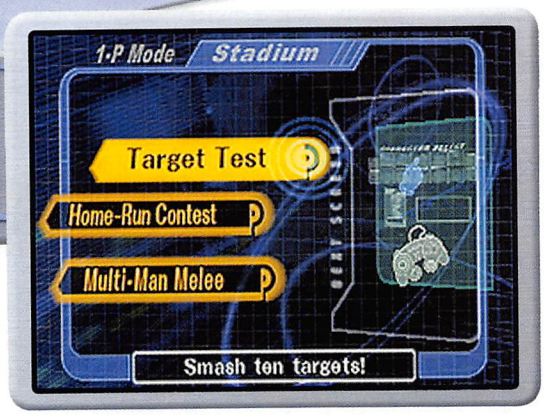
STOCK: 3 EACH

This battle will be very difficult no matter which character you choose. The three opponents are ridiculously strong and just one would be enough to take many players down. We've used Yoshi successfully. Try to use his Down plus B move, the Yoshi Bomb, to target the opponents, starting with Giga Bowser. Spend the rest of the time in the air, avoiding attack.



Yoshi smacks Giga Bowser with his Yoshi Bomb. Yoshi's excellent jumping ability makes him perfect for staying off the ground, which keeps him relatively safe from the other fighters.

STADIUM



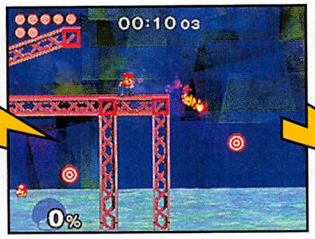
The Stadium contains three distinctly different challenges. Test your tactics for tagging targets, master your moves in a Multi-Man Melee or just whack a sandbag around.

TARGET TEST

A SHATTERING EXPERIENCE

Target Test features the exact same target challenges that appear in Stage 3 of Classic Mode, but, in the Stadium version, you'll have all the time you need to try out the best strategies for success. Each character has a special stage that tests his or her unique abilities. Try to find a way to break all the targets. After you succeed once, try again to better your time. Your best time for each character will be stored on the Memory Card.





Pick a character, then start your target practice. Unlike the Target Tests in Classic Mode, you can reset the challenge as many times as you like.

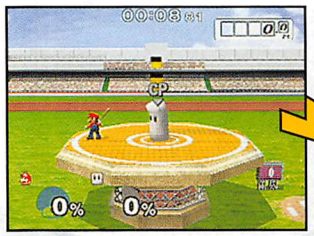


After you figure out how to break all the targets, the game will store the best completion time for each character.

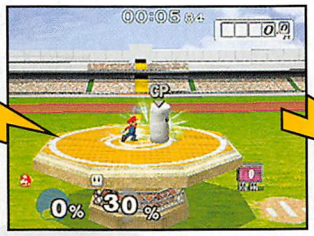
HOME RUN CONTEST

A HOME RUN IS IN THE BAG

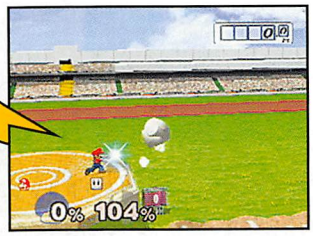
Your Smashing skills will be put to good use in a tense, 10-second test to smack Sandbag as far as it will go. The Smash portion of the challenge is a no-brainer: Most characters must simply use the Home Run Bat on the platform. The trick is to determine each character's best attack for damaging the bag. The attack should be strong enough to prepare the bag for a long flight, but you have to be careful not to knock the bag off the platform before you unleash the final Smash. When using Captain Falcon or Sheik, you can't use the bat to smash the bag—you'll need to use another attack. Zelda can bat the bag.



Grab the bat immediately at the start of the round.



Use the tactic prescribed on page 79 to weaken the bag.



At the last second, use the bat to Smash the bag.

Strategies for Sluggers

- Most characters should grab the Home Run Bat at the beginning of the round then use it to Smash the bag at the last second.
- Each character has a specific attack that will maximize damage to the bag without knocking it off the platform.
- To hit the bag forward, Captain Falcon must use the Falcon Punch and Sheik must use a charged side-Smash move.

SETTING UP SANDBAG

Each character has a unique attack for wearing down Sandbag. Up, Down and Right refer to Control Stick movements while pressing the A or B Button.

MARIO	Cape Attack (Right + B)
PIKACHU	Thunder Jolt (B)
BOWSER	Powered-up spin attack (Smash Down + A)
PEACH	High kicks (Right + A), then pick up bat
YOSHI	Fast kicks (Jump, Down + A)
DONKEY KONG	Powered-up clap (Smash Up + A)
CAPTAIN FALCON	Bat (Smash Right + A), then Falcon Punch
FOX	Blaster (B)
NESS	Falling kick (Jump, Down + A)
ICE CLIMBERS	Hammer twirl attack (hold Up + tap A)
KIRBY	Spin kicks (Jump, Down + A)
SAMUS	High kicks (hold Up + A)
ZELDA/SHEIK	Charged Smash (Smash Up + A, hold, release)
LINK	Charged Bow (B, hold, release)
JIGGLYPUFF	Upward Smash (Smash Up + A)
MEWTWO	Confusion (hold Right + B)
LUIGI	Luigi Cyclone (hold Down + B)
MARTH	Downward Smash (Jump, Smash Down + A)
MR. GAME & WATCH	Upward Smash (Smash Up + A)
DR. MARIO	Cape Attack (Right + B)
GANONDORF	Upward Smash (Smash Up + A)
YOUNG LINK	Bomb (hold Down + B), then grab bat
FALCO	Upward Smash (Smash Up + A)
PICHU	Upward Smash (Smash Up + A)
ROY	Upward Smash (Smash Up + A)

MULTI-MAN MELEE



Multi-Man Melee is a straightforward brawl against wire-frame enemies. Arrange your rumble however you like—by the number of enemies or the amount of time in the battle—but don't get booted off the platform.

1 10-Man Melee

The basic 10-Man battle should take only a few seconds. Emphasize Smash moves to clear the decks as fast as you can.



2 100-Man Melee

The 100-Man Melee is the same as the 10-Man version, but you'll need to make it to the century mark before you are defeated.



3 3-Minute Melee

Pace yourself and stay out of danger to cruise through three minutes of chaotic combat.



4 15-Minute Melee

If our estimates are correct, the 15-Minute Melee should be about five times tougher for you to complete than the 3-Minute Melee.



5 Endless Melee

How long can you hold out? "Endless Melee" is a bit of a misnomer. The battle will end when you are defeated.

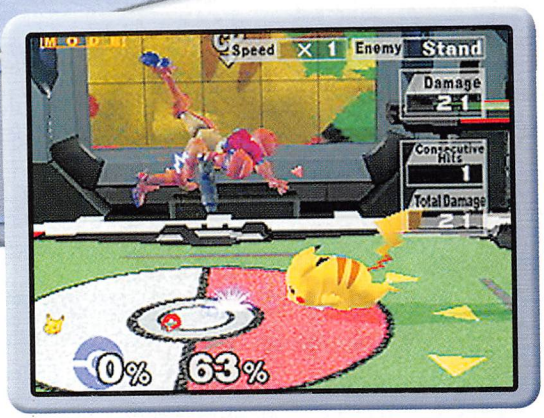


6 Cruel Melee

Cruel Melee is an open-ended battle against extremely aggressive opponents. There is no time limit, but your battle may be very brief.



TRAINING



Super Smash Bros. superstars are made, not born—and most of them spend plenty of time in Training Mode to hone their craft. Mix and match characters and stages to try out your winning moves.

MIXING, MATCHING, SMASHING

In Training Mode, you are free to create virtually any matchup in any stage—as long as you've already unlocked the characters and stages you desire. You'll also have all the time in the world to practice and experiment. You won't be able to freeze the action with the Start/Pause Button, but you will be able to control virtually ever other aspect of the scenarios you create.



Pick the character you want to use in training, then choose a suitable opponent. You'll be able to make the opponent behave in different ways.



If a particular stage is giving you trouble, you can acclimate yourself to it in the safety of Training Mode.

CUSTOMIZED CLASSROOM

In Training Mode, you don't have to set the parameters of the battle before you begin. Press Start/Pause during the training session to bring up the Training menu. You'll even be able to dissect your moves by fighting in slow motion.

Speed

Set the speed of the battle. Your choices range from x2 (double speed) to 1/4 (one-quarter speed).

Item

Whenever you want an item, you can scroll through the menu until you find it then press A to dump it on the stage.

No. of CPs

You can place up to three opponents on stage at any given time to test your tactics for multiple enemies.

CP:

Make your opponents stand, walk, evade, jump or attack. You can also assign control to another player.

CP Damage

Set your opponents' initial health setting. Maximum health is zero and minimum is 999.

Camera

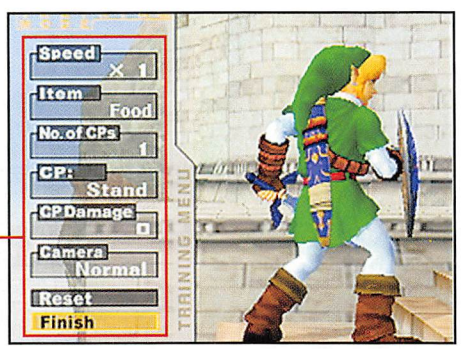
Adjust the camera settings. The Free setting gives you complete camera control with a Controller plugged into socket four.

Reset

Select Reset if you want to return to the default settings for the different Training menu options.

Finish

When you've had enough practice, you can select Finish. Use your well-honed skills in a battle that matters.



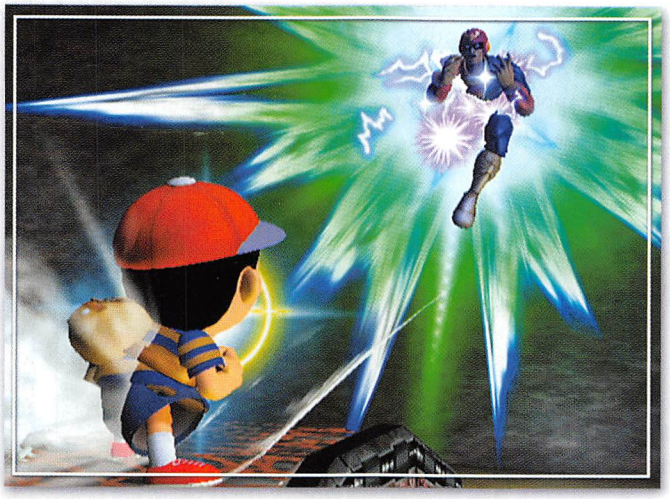
Press the Start/Pause Button to pull up the Training menu on the left side of the screen. You can scroll through options with the Control Stick.



Training Mode features several displays that give you information about damage inflicted, CP status and game play speed.

VS. MODE





MELEE



You can play Melee with up to three friends or up to three computer-controlled players. You can customize the rules to suit your needs, and you can battle as teammates or as enemies.

TWO STYLES OF SMASHING

You and three other human or computer players can battle in Melee Mode. Melee is an every-man-for-himself game, while Team Battle allows players to join forces against each other. To choose your game's style, move the glove pointer to the upper-left corner of the Character Select menu and hit A to select either "Melee" or "Team Battle."

MELEE

Melee is the default setting. Everyone battles everyone else—no alliances, no help from your friends. If you can battle wisely, you'll come out on top.



TEAM BATTLE

If you opt to play a Team Battle, you can create up to three teams to duke it out. Teams are color coded. Click the color above each character's head to place him or her on one of the teams.



THE RULES OF THE GAME

You can customize the rules of the game and other variables to your liking from the Custom Rules menu or by moving the glove pointer over the rules in the center of the screen and pressing A. The default setting is Time Mode, in which you try to get as many KOs as possible within the time limit. Stock Mode allows you to battle until you're out of extra lives—last one standing wins. Bonus Mode awards points for battle style and skill, and Coin Mode lets you knock coins out of your opponents as you damage them—whoever collects the most coins wins.

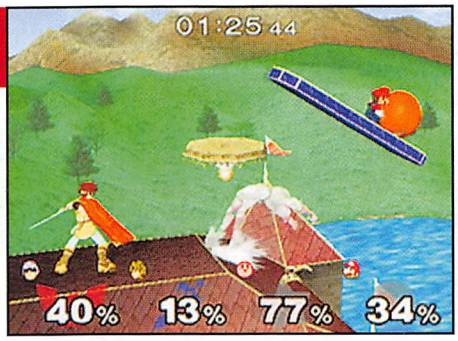


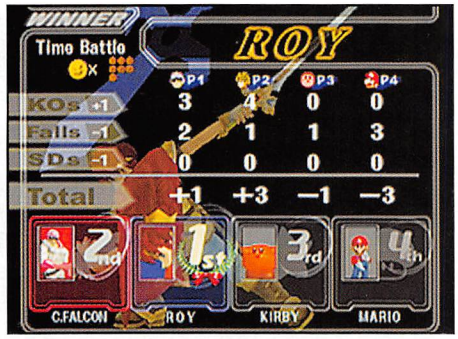
You can customize other variables, like handicaps, items and time limits.



TIME

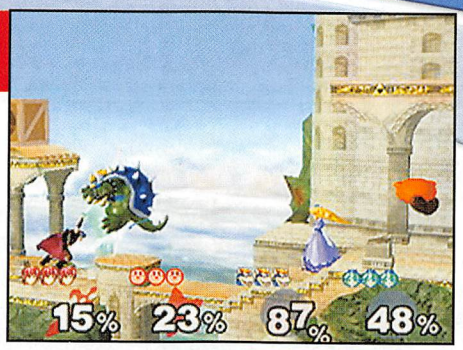
You've got to be the best fighter to win in Time Mode. You want to KO as many opponents as possible within the time limit. If you are KO'd or fall off the stage accidentally, you'll lose points.

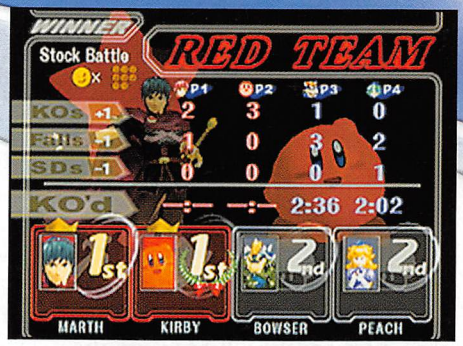




STOCK

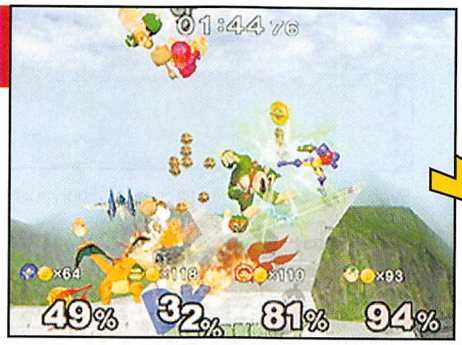
You have to be a bit more careful in Stock Mode. The last person standing is the winner—there is no time limit. KO your opponents without getting KO'ed yourself to win.

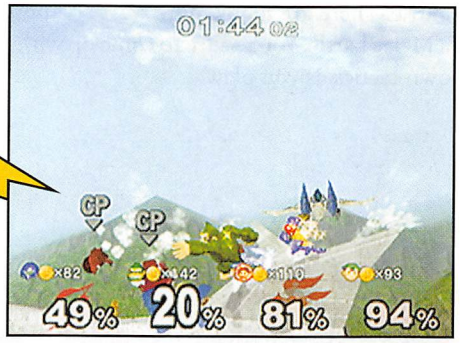




COIN

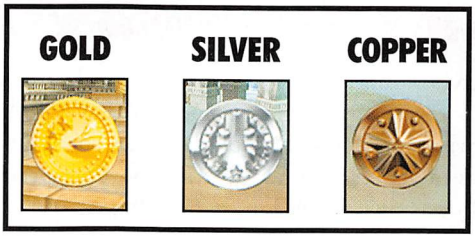
Coin Mode is a bit odd. Coins will appear every time you hit your opponents. The harder you hit them, the more coins they'll drop. You have to run around and pick up the coins, though, or your opponents might pick them up instead. The person with the most coins at the end of the time limit wins. When you're KO'd in Coin Mode, you lose half your coins.

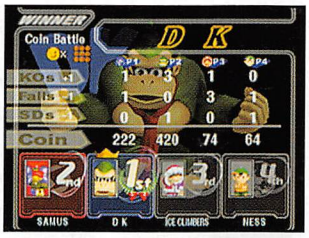




COIN COLLECTING

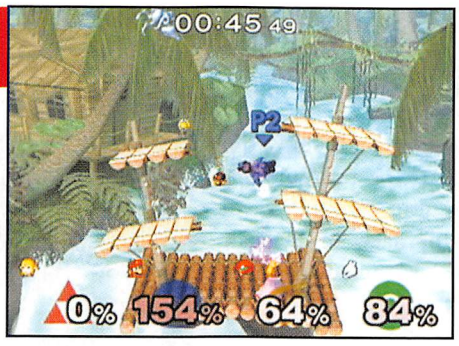
Three types of coins can appear. The large gold coins are worth 10 points, the silver coins are worth five points and the copper coins are worth one point. Your coin totals are constantly displayed above your damage counter.

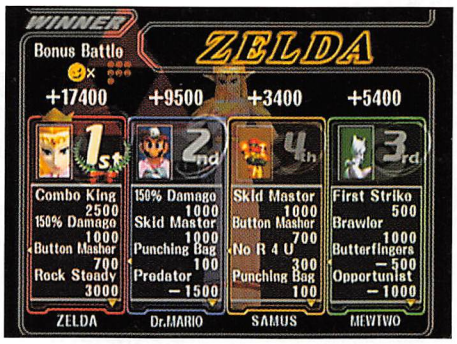




BONUS

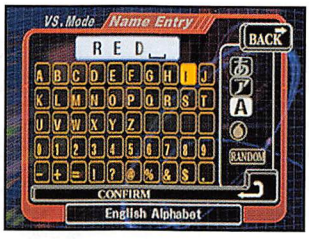
Try to rack up the special bonuses to earn points in Bonus Mode. Check the list of bonuses on pages 116 through 120 to see the sort of feats you'll need to pull off to get the best bonuses, then try to rack up as many as you can within the time limit. The highest score wins.





PERSONALIZE THE PLAY

Select Name Entry from the Vs. Mode menu to save your name to the game's Memory Card file. Have your friends do the same. The computer will keep track of your individual records, from wins and losses to total number of coins collected, distance jumped and more.



You and your friends can enter your names into the game. The game will keep track of each player's records for you.



MELEE TACTICS

WEIGHTY ISSUES

There are many different tactics you can use when playing Melee Mode. This guide focuses on one way of looking at the characters and how they battle, defining four different types of characters and how best to use their skills in battle. There are many more ways to approach a Melee battle. You're sure to come up with your own tactics as you play.



Every playable Pokémon except for Jigglypuff falls under the Type 3 category.

TYPE 1
BOWSER
DONKEY KONG
CAPTAIN FALCON
GANONDORF
ICE CLIMBERS
MARTH
ROY

TYPE 2 page 85
MARIO
DR. MARIO
LUIGI
FOX
FALCO
KIRBY
LINK
YOUNG LINK
ZELDA / SHEIK

TYPE 3 page 86
PEACH
SAMUS
PIKACHU
PICHU
MEWTWO

TYPE 4 page 86
YOSHI
NESS
JIGGLYPUFF
MR. GAME & WATCH

TYPE 1: UP-CLOSE SPECIALISTS

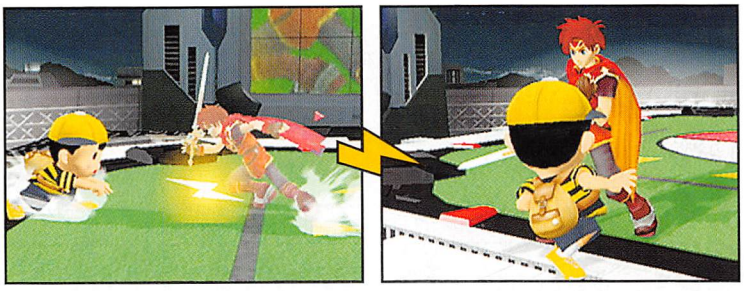
BOWSER
DONKEY KONG
CAPTAIN FALCON
GANONDORF
ICE CLIMBERS
MARTH
ROY

Characters of this type have very strong attacks that work best when they are close to their opponents. Some don't have any long-range attacks at all. When you use this type of character, you'll want to stay near your enemies to deliver your hard-hitting moves, especially if your character hasn't got many effective long-range attacks.



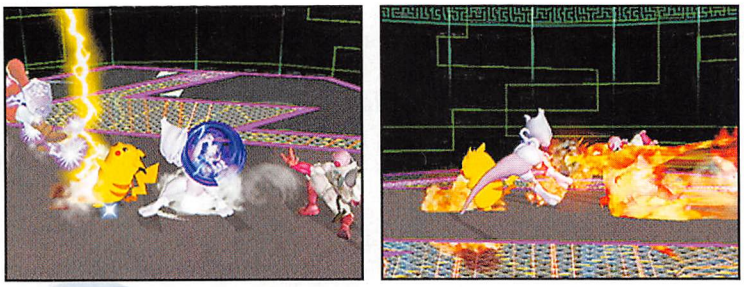
TACTIC 1: AVOID, THEN THROW

Run up to the opponent, pick him or her up with A and R or Z, then use the Control Stick to throw the opponent into the air. Your opponent won't be able to attack you while in your grip. Be sure to avoid any projectiles or long-range attacks as you approach. In the example shown to the right, Roy dodges Ness's PK Fire then catches him.



TACTIC 2: USE POWER MOVES IN A CROWD

The heavy-hitting Type 1 characters should use their strongest moves and Smash attacks when there are many opponents crowded in an area. It takes time to use the most powerful attacks, especially if you charge them up first, but in the confusion generated by many opponents battling it out in a small area, it's unlikely that anyone will notice what you're doing until it's too late. This tactic would probably fail in a one-on-one battle.

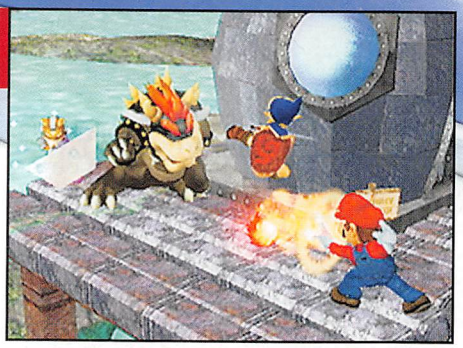


Captain Falcon's Falcon Punch is good to use when things are confused. It's unlikely that the opponents will notice what he's up to.

TYPE 2 : THE BALANCED BUNCH

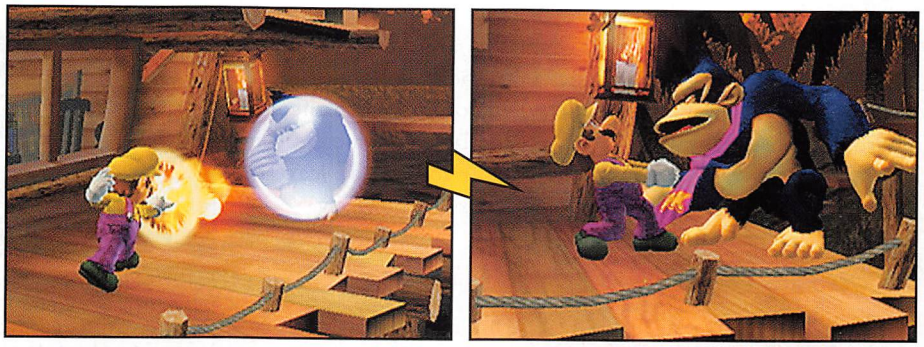
MARIO	KIRBY
DR. MARIO	LINK
LUIGI	YOUNG LINK
FOX	ZELDA / SHEIK
FALCO	

Characters that fall under the Type 2 category do well on the ground, in the air, at close range and far away. They are well-rounded characters you can use in any situation. The characters are good for beginners, because you aren't limited to just a few types of battling. You can try it all, and you're never very vulnerable no matter what the situation.



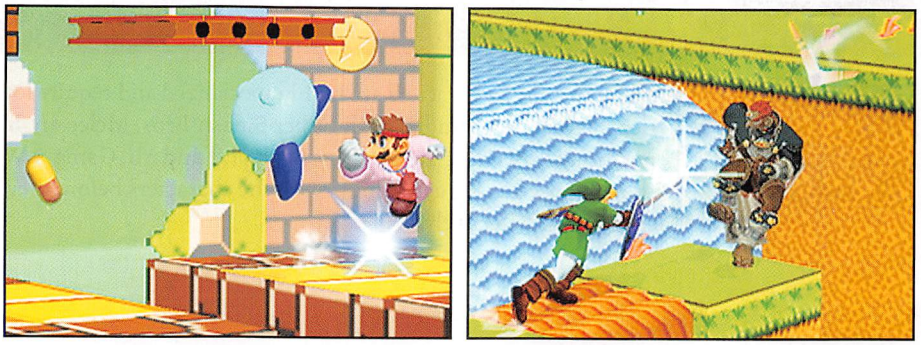
TACTIC 1: LONG-RANGE ATTACKS

Almost all Type 2 characters have a long-range attack like Mario's Fireball. Use the long-range attack as your main line of offense, then watch your opponent's reaction to determine what you should do next. DK uses his shield against Mario's Fireball in the screen shots, so Mario rushes up to DK and grabs him instead.



TACTIC 2: STAY ALERT

Type 2 characters are very well-rounded, but they are not as tough as Type 1 characters, so you need to worry about your defense a bit more. Always prepare yourself, and keep close watch on what your opponents are up to.



Kirby approaches Dr. Mario from the air. Dr. Mario uses a Super Jump Punch to catch Kirby in midair. Similarly, Link uses a running attack against the oncoming Ganondorf.



TACTIC 3: USE BASIC MOVES

A Type-2's normal A-Button moves are important in battle. You can use them to keep up a constant, rapid attack against your enemies, which may stifle their attacks. Some kicks are relatively long-range for a normal attack and come in very handy against oncoming enemies.

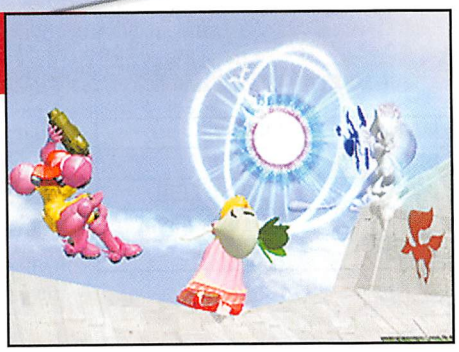


Luigi's side kick has quite a long reach.

TYPE 3: MOTION MASTERS

PEACH
SAMUS
PIKACHU
PICHU
MEWTWO

Type 3 fighters shouldn't stay in one place, nor should they stay too close to their opponents. Most of the time, they should run around the stage and attack from a short distance. For example, there is a range in which Pikachu and Pichu's attacks will work best. If you're too far away from an opponent, the attacks won't reach, and if you're too close, they'll miss the opponent completely. Try to collect items while running around the stages with a Type 3 character.



TACTICS: KEEP MOVING, BE SNEAKY

You should move your Type 3 characters around a lot so that they're always the optimal distance from their opponents. Keep a close eye on your opponents, and when you can catch them off guard, launch a sneak attack. Many of the Type 3 characters' mid-range and long-range attacks take a while to use and leave the characters vulnerable for a short time, so use them wisely.



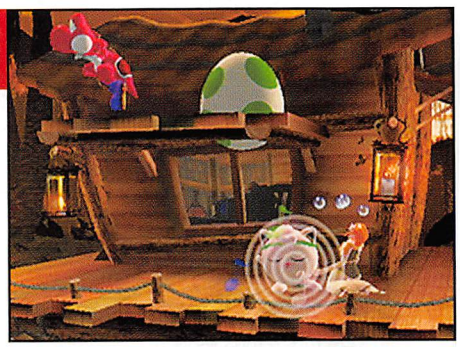
Samus's Charge Shot takes a while to reach full power. Use it from a distance. Peach catches Luigi off guard and attacks.



TYPE 4: THE PRO PLAYERS

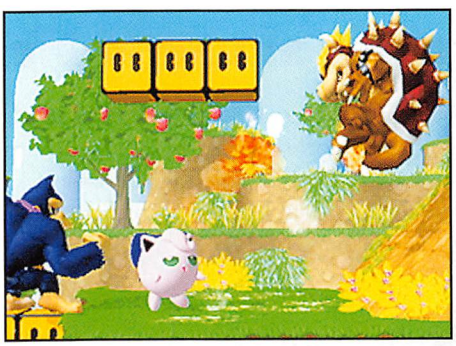
YOSHI
NESS
JIGGLYPUFF
MR. GAME & WATCH

The four Type 4 characters are highly specialized and require lots of practice. Players very familiar with Super Smash Bros. Melee are in the best position to try to use Yoshi, Ness, Jigglypuff and Mr. Game & Watch, and they will need to log a few hours with the characters before they'll be able to use them effectively.



TACTICS: JUMP INTO THE FRAY, BLOW AWAY

Yoshi, Ness, Jigglypuff and Mr. Game & Watch all have moves that are powerful but difficult to pull off. Your best chance for using the characters comes when there is lots of confusion on the battlefield. You should be able to pick a moment, launch an attack, and take out an opponent or two without anyone noticing your moves until it is too late.



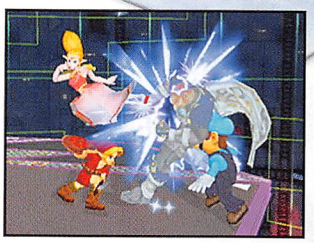
Jigglypuff's Rest move doesn't work very well in a one-on-one battle, but in the confusion of a Melee, it can do surprising things.



When using Ness, have him jump away and just below the stage, then use PK Thunder to rocket him back to the stage and a crowd of opponents.

TEAM BATTLE TACTICS

Cooperation is the name of the game in Team Battle. You can dominate the competition if you can coordinate your attacks effectively. You and a friend or two can practice against computer opponents to sharpen your teamwork skills.



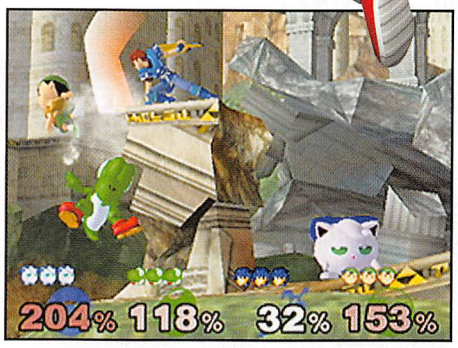


TACTIC 1: SHARE THE HEALTH

Always watch your partner's damage counter. Keep your opponents busy until your partner can reach the health items that fall into the arena. Run toward enemies, then press A to push them out of the way when they try to steal the food or other health item away from your partner.

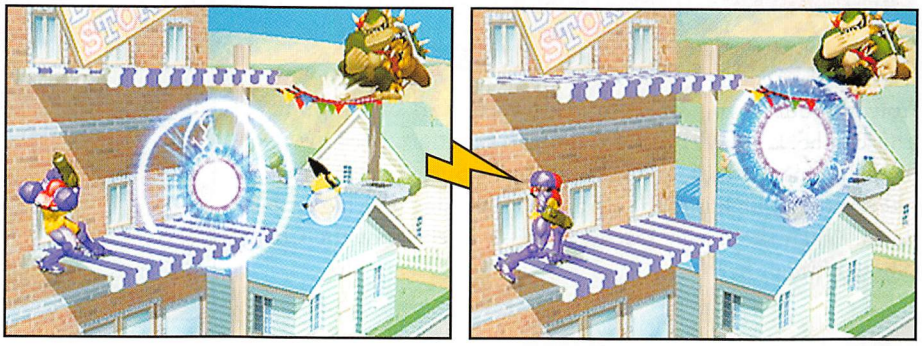


Jigglypuff heads to a Heart Container while Roy stands guard. He knocks Ness and Yoshi away so Jigglypuff can heal.



TACTIC 2: MAKE FRIENDLY FIRE WORK FOR YOU

When the Friendly Fire rule is turned on in the Additional Rules section of the Custom Rules menu, you can deflect shots away from yourself and toward an opponent. Samus and Pichu are partners battling DK and Bowser. Pichu knows the shot is coming and uses its shield to deflect the shot away. The shot bounces off the shield and hits Bowser and DK!

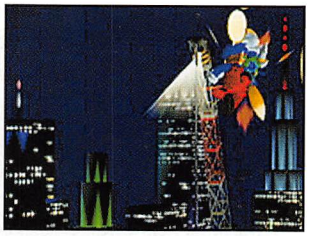


TACTIC 3: CLOSE COOPERATION

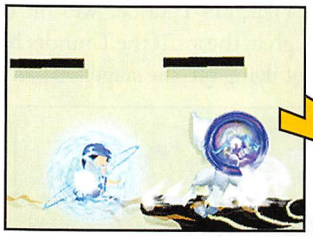
When you see your partner trying to recover from a fall or when you see an enemy about to catch your partner off guard, be sure to help him or her out. Cover a partner who is charging up an attack, too. If you are playing as Ness, you can have your partner shoot a long-range attack such as Samus's Missile at Ness while he's using PSI Magnet, which absorbs those types of attacks to lower Ness's damage percentage.



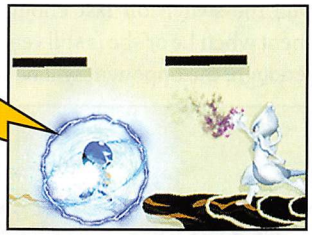
DK attacks the other players so Peach can return to the stage.



Roy covers Mario as he jumps into the air.

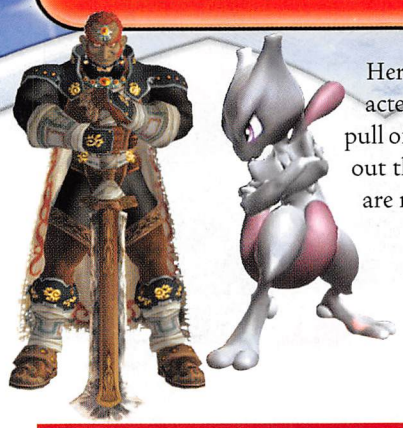


Working together, Mewtwo charges Shadow Ball as Ness starts using PSI Magnet.



Ness's PSI Magnet converts the Shadow Ball attack into health for Ness!

TEAM COMBOS

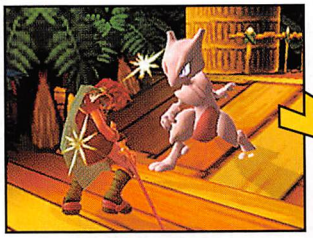


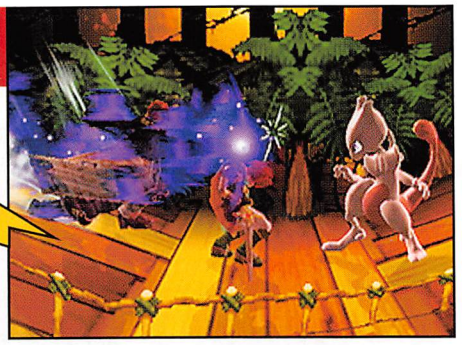
Here are four teams for you and a friend to try out. The two characters complement each other well, and they can work together to pull off some cool team combos one character alone couldn't do. Try out the teams, then pull together some teams of your own. There are many great characters and combinations to choose from.



TEAM 1: GANONDORF & MEWTWO

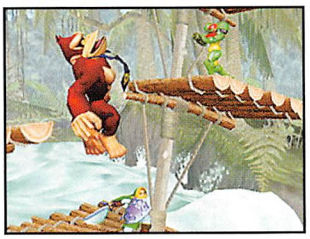
Mewtwo's Disable attack is always devastating, but when it's combined with Ganondorf's Warlock Punch, it's a knockout! Normally, Ganondorf has a hard time pulling off the Warlock Punch, because it takes a bit of time to use. But when Mewtwo steps in to Disable the opponent, Ganondorf doesn't have to pull his punches. Work on your timing until you can pull the moves off one right after the other.





TEAM 2: LINK & SAMUS

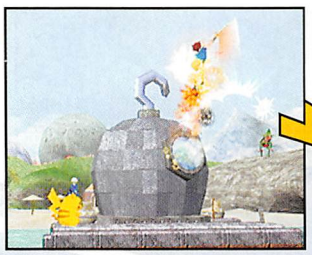
You and your partner will definitely have to work on the timing of this combo. It's very effective and worth the effort. Use Link's normal Up plus A attack, or charge it up to a Smash Attack, to send the opponent high into the air. Samus is waiting on a higher platform. When the enemy reaches Samus's level, shoot the Charge Shot at him or her.

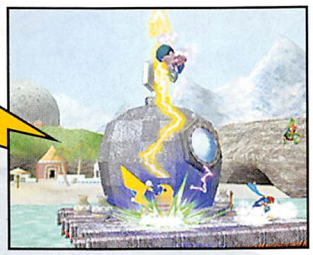




TEAM 3: ROY & PIKACHU

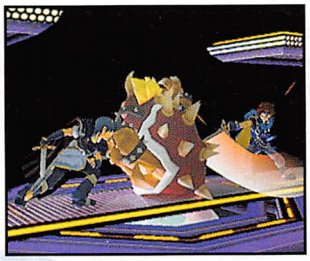
Roy's Blazer attack sends opponents flying high into the air. Use it, then allow Pikachu to take Roy's place. Quickly use Thunder to attack the opponent while he or she is still airborne. If you and your partner can pull the switch off fast enough, Pikachu's Thunder will hit the opponent when he or she is still very high in the air. If the Thunder hits high enough, the opponent will be sent flying off the stage.





TEAM 4: MARTH & ROY

Catch an opponent between Marth and Roy to give him or her a double dose of sword fury. The opponent will not be able to escape the assault for a short time and should take a bit of damage. Make sure each partner practices with his swordsman—their strongest attacks are very different. Of course, you could also use two Roys or two Marths, or Link and Young Link instead.





TOURNAMENT MELEE



If you have lots of friends who want to play Super Smash Bros. Melee, you should start a tournament to see who is the best battler among you! Up to 64 players can participate in a tourney.

POWER OF TOURNEY

Select Tournament Melee from the VS. Mode menu, then select your favorite rules to custom-build the tournament according to your needs. You can choose the type of match to play, the number of total entrants, the number of combatants per match and more!



The menu makes it easy to set up and play your own tournament with friends. You can even watch the CPU battle it out against itself.

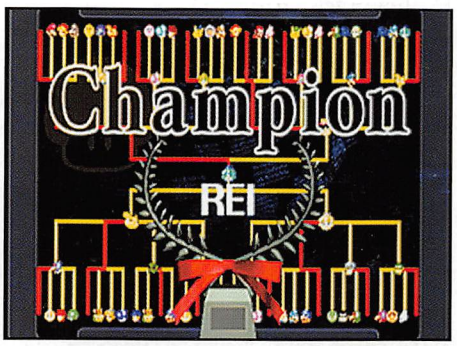


Two, three or four players can battle at the same time. Even the spectators will enjoy the battles!

DO YOU HAVE 64 FRIENDS?

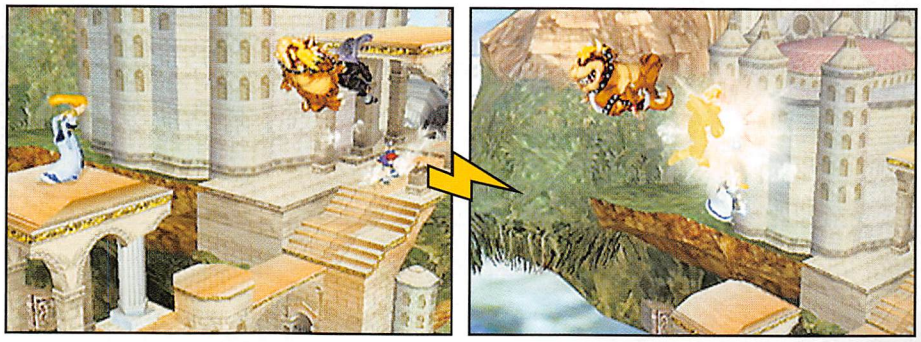
Up to 64 players can enjoy Super Smash Bros. Melee's Tournament Mode. Tournaments can be long, but they're not boring! Pass the Controllers on when you're done playing. If you can survive the tournament, you can claim victory over 63 of your friends or 63 computer opponents.





ATTACK THE WEAK

If you spot a player who has taken a lot of damage, be sure to run over and perform one of your character's strongest attacks or Smash attacks. You might not have caused all the damage, but you don't get points for causing damage—you get points for KOs. It may not make you the most popular player in the tournament, but it will help make you the winner!



SPECIAL MELEE

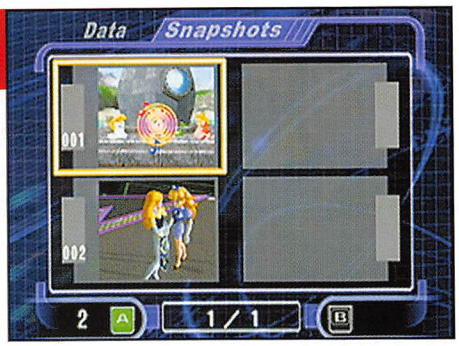


The Vs. Mode's Special Melee selection features a collection of multi-player games that range from silly fun to out-and-out Smash-packed excitement. There are 10 Special Melee Modes in all. Give them a try!

CAMERA

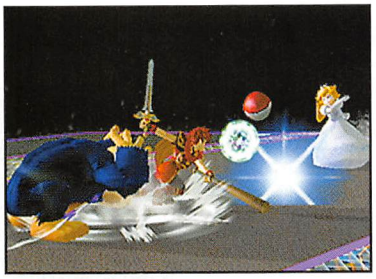
When you pause the action in most battles, you can rotate the camera and zoom in and out to catch the fighters in a frozen moment. The Special Melee Camera Mode gives you even more control over the camera and allows you to take snapshots of the scene. You can save your snapshots onto a Nintendo GameCube Memory Card.





SHOOT YOUR OWN SCENES

You can select up to three characters in Camera Mode and place them in interesting poses that tell a story. The following examples show a few creative Super Smash Bros. Melee scenes.



Peach tosses a hard slider while Roy takes a big cut and Donkey Kong plays the role of the catcher.



Young Link swipes at Zelda with his sword while the princess dives out of the way in an action-packed battle.



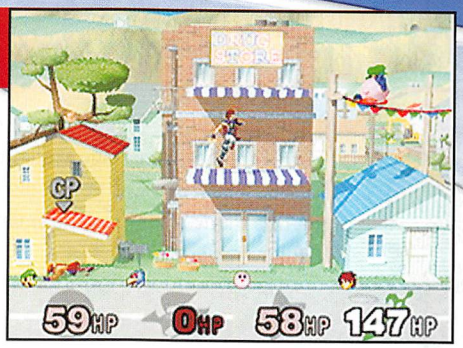
Mario collapses after a crushing defeat and Peach consoles him.



After the battle, an older Link rests his head beside Zelda.

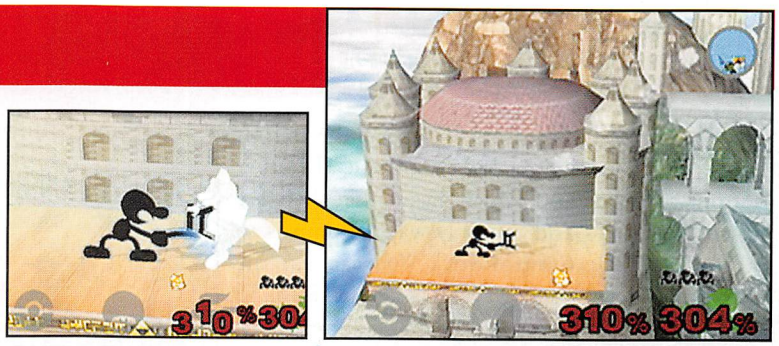
STAMINA

Stamina Mode tests your ability to attack and defend. Up to four fighters each start a battle with 150 hit points. When a fighter is down to zero hit points, he or she falls unconscious. Try to go after the fighters with the lowest hit-point totals. When you finish off a fighter, you'll have one fewer to deal with.



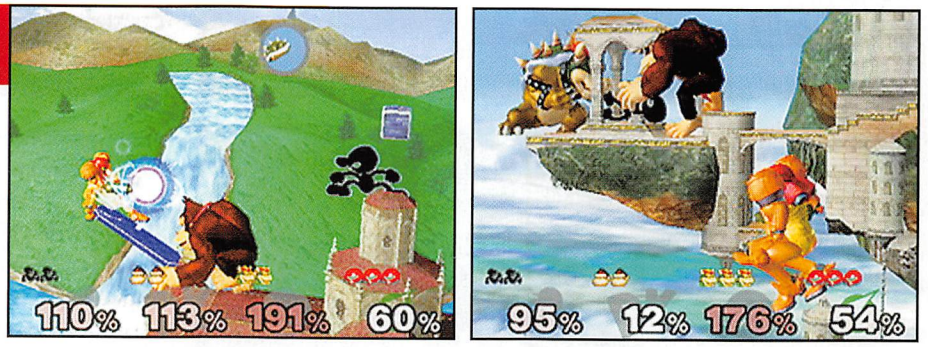
SUPER SUDDEN DEATH

All of the participants in Super Sudden Death Mode start with 300% damage, making them very vulnerable. If you connect with a Smash move, you'll send your opponent flying off the stage. If you play in Time Mode, you'll earn a point if you throw a fighter off the stage and lose a point if another fighter knocks you out. When the time limit is up, the fighter with the most points wins. You can play this mode in Stock, Coin or Bonus Modes as well.



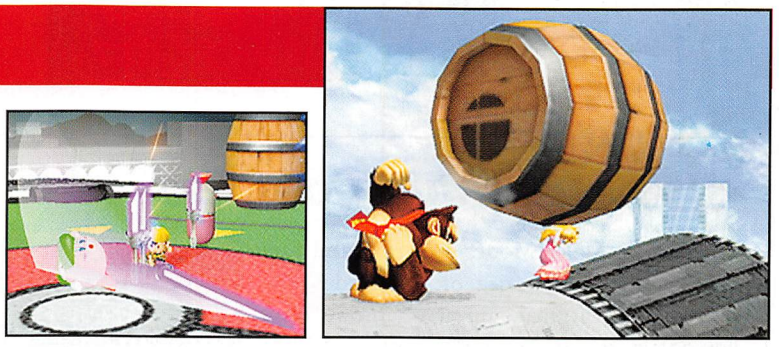
GIANT MELEE

All of the fighters get a massive growth spurt for the Giant Melee, where every combatant is huge and heavy. Because the fighters are abnormally bulky, it's very difficult to knock a participant off the stage. You'll brute it out with heavy blows.



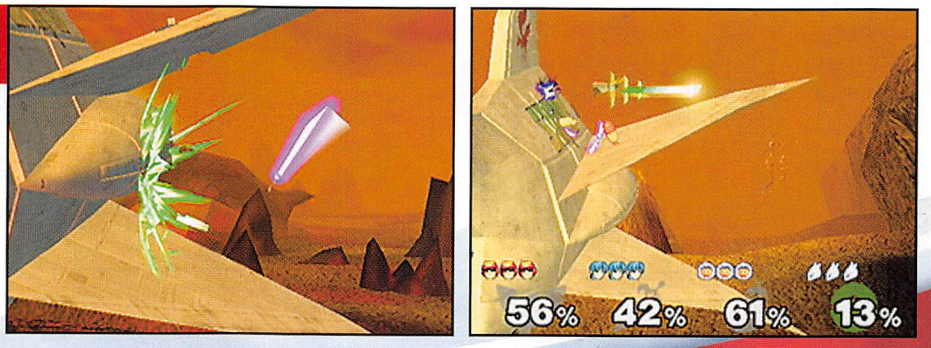
TINY MELEE

As the name suggests, Tiny Melee is the opposite of Giant Melee. When you engage in a battle of miniature fighters, you'll still be able to pick up normal-sized weapons. Since all of the fighters are small and light, the battle will feature a lot of off-the-stage action, just like the Super Sudden Death fight.



INVISIBLE MELEE

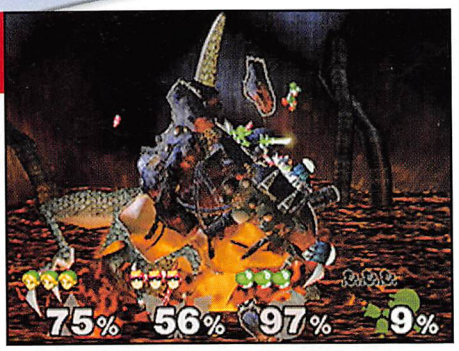
The fighters are, for the most part, invisible in the Invisible Melee, but you can make out their shapes when they move and you can see where they are when they are holding weapons. The battle looks like something out of a science-fiction movie.





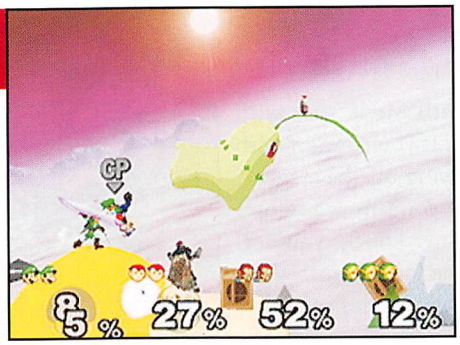
FIXED-CAMERA

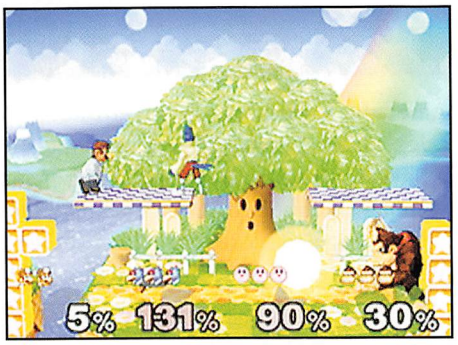
When you engage in a Fixed-Camera battle, you'll see the entire stage at all times, never zooming in for a closer look. If you're disoriented by camera zooms, this mode is for you. The smallest characters may be difficult to pick up.



SINGLE-BUTTON MODE

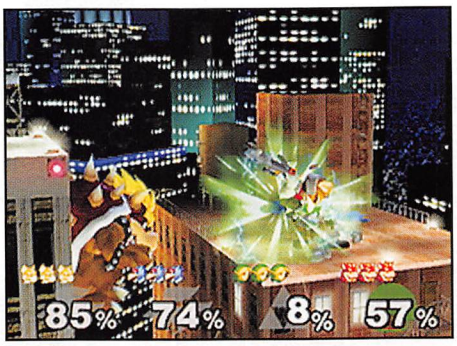
If you're a master of the Control Stick and A Button moves, you'll enjoy Single-Button Mode. The other buttons are turned off, which means that there are no special moves and the only way to jump is to press Up on the Control Stick. You can use the C Stick in this mode, however. It's a hand-to-hand action spectacular that's perfect for beginners.





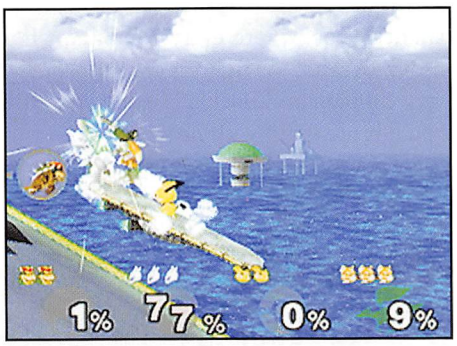
LIGHTNING MELEE

If you feel the need for speed, you'll have a blast in the Lightning Melee. All of the fighters move with accelerated action.



SLO-MO MELEE

At the opposite end of the speed spectrum from the Lightning Melee is the Slo-Mo Melee. If you control a fast character, you may be able to move out of the way of projectiles.

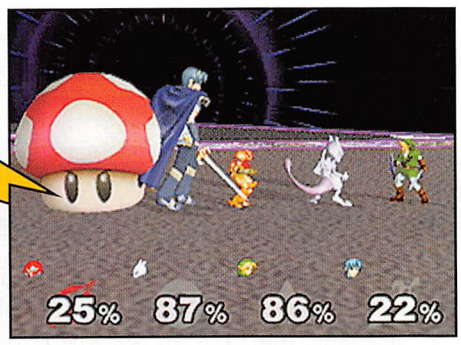


WACKY FUN FOR ALL!

The Special Melee Modes are crazy and fun. With some creative use of the modes and options, you can make up new game styles as you go along. For example, you can select the Poison Mushroom as an available item in the Tiny Melee and watch the combatants shrink to even smaller sizes. You can come up with more ideas by reading the rules on page 36.



Select the Poison Mushroom as the only available item in a Tiny Melee.



When the already small fighters come into contact with the mushroom, they'll get even smaller.

TROPHIES





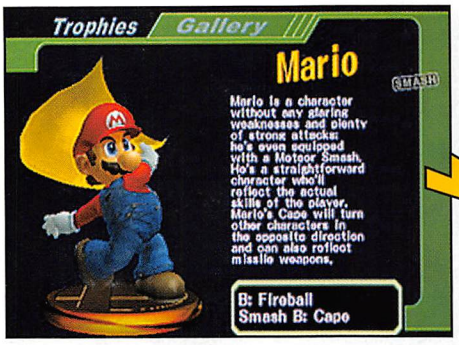
TROPHY GALLERY



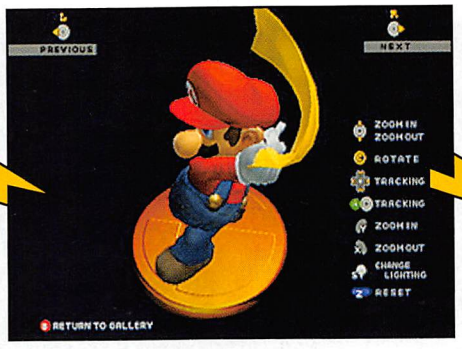
Head to the Trophy Gallery to examine your earned trophies. You can look at trophies by themselves or as a collective group and read information and trivia on each one.

DISPLAY YOUR WINNINGS

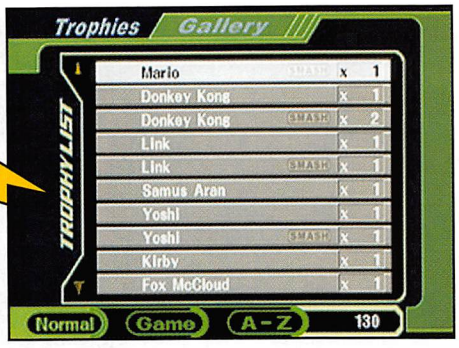
Enter the Gallery to bring up a detailed description of the trophy. If you press the A Button, you can examine the trophy in greater detail—including zooming in and out, rotating the trophy and changing the background pattern. If you press the B Button, you'll be taken to a list of every trophy you've earned so far.



Each trophy lists scads of interesting tidbits about the featured subject. It will take you quite a while to locate all of the trophies in the game!



Press the A Button to examine your trophy. You can view it from multiple angles by using the Control Stick and various buttons.



You can arrange the list by three different categories: Normal, Game and Alphabetically. Each will show the number of trophies you possess.

TROPHIES LIST

There are 290 trophies available in the game and two main types: Normal and Smash. We've listed how to acquire each trophy below its name. Most can be received from either the Trophy Lottery or by playing in Classic or Adventure Mode.

SMASH Trophies with the red Smash logo show characters in their normal Super Smash Bros. Melee outfits.

SMASH Trophies with the blue Smash logo show the characters in different costumes.

PLAYABLE CHARACTERS

Mario	Using Mario, clear Classic Mode or play more than 100 matches in Vs. Mode
Mario SMASH	Using Mario, clear Adventure Mode or play more than 200 matches in Vs. Mode
Mario SMASH	Using Mario, clear All-Star Mode or play301 matches in Vs. Mode
Donkey Kong	Using Donkey Kong, clear Classic Mode or play more than 100 matches in Vs. Mode
Donkey Kong SMASH	Using Donkey Kong, clear Adventure Mode or play more than 200 matches in Vs. Mode
Donkey Kong SMASH	Using Donkey Kong, clear All-Star Mode or play 301 matches in Vs. Mode

PLAYABLE CHARACTERS

Link	Using Link, clear Classic Mode or play more than 100 matches in Vs. Mode
Link SMASH	Using Link, clear Adventure Mode or play more than 200 matches in Vs. Mode
Link SMASH	Using Link, clear All-Star Mode or play 301 matches in Vs. Mode
Samus Aran	Using Samus, clear Classic Mode or play more than 100 matches in Vs. Mode
Samus Aran SMASH	Using Samus, clear Adventure Mode or play more than 200 matches in Vs. Mode
Samus Aran SMASH	Using Samus, clear All-Star Mode or play 301 matches in Vs. Mode

PLAYABLE CHARACTERS

Yoshi
Using Yoshi, clear Classic Mode or play more than 100 matches in Vs. Mode

Yoshi SMASH
Using Yoshi, clear Adventure Mode or play more than 200 matches in Vs. Mode

Yoshi SMASH
Using Yoshi, clear All-Star Mode or play more than 300 matches in Vs. Mode

Kirby
Using Kirby, clear Classic Mode or play more than 100 matches in Vs. Mode

Kirby SMASH
Using Kirby, clear Adventure Mode or play more than 200 matches in Vs. Mode

Kirby SMASH
Using Kirby, clear All-Star Mode or play more than 300 matches in Vs. Mode

Fox McCloud
Using Fox, clear Classic Mode or play more than 100 matches in Vs. Mode

Fox McCloud SMASH
Using Fox, clear Adventure Mode or play more than 200 matches in Vs. Mode

Fox McCloud SMASH
Using Fox, clear All-Star Mode or play more than 300 matches in Vs. Mode

Pikachu
Using Pikachu, clear Classic Mode or play more than 100 matches in Vs. Mode

Pikachu SMASH
Using Pikachu, clear Adventure Mode or play more than 200 matches in Vs. Mode

Pikachu SMASH
Using Pikachu, clear All-Star Mode or play more than 300 matches in Vs. Mode

Ness
Using Ness, clear Classic Mode or play more than 100 matches in Vs. Mode

Ness SMASH
Using Ness, clear Adventure Mode or play more than 200 matches in Vs. Mode

Ness SMASH
Using Ness, clear All-Star Mode or play more than 300 matches in Vs. Mode

Capt. Falcon
Using Capt. Falcon, clear Classic Mode or play more than 100 matches in Vs. Mode

Capt. Falcon SMASH
Using Capt. Falcon, clear Adventure Mode or play more than 200 matches in Vs. Mode

Capt. Falcon SMASH
Using Capt. Falcon, clear All-Star Mode or play more than 300 matches in Vs. Mode

Bowser
Using Bowser, clear Classic Mode or play more than 100 matches in Vs. Mode

Bowser SMASH
Using Bowser, clear Adventure Mode or play more than 200 matches in Vs. Mode

Bowser SMASH
Using Bowser, clear All-Star Mode or play more than 300 matches in Vs. Mode

Peach
Using Peach, clear Classic Mode or play more than 100 matches in Vs. Mode

Peach SMASH
Using Peach, clear Adventure Mode or play more than 200 matches in Vs. Mode

Peach SMASH
Using Peach, clear All-Star Mode or play more than 300 matches in Vs. Mode

Ice Climbers
Using the Ice Climbers, clear Classic Mode or play more than 100 matches in Vs. Mode

Ice Climbers SMASH
Using the Ice Climbers, clear Adventure Mode or play more than 200 matches in Vs. Mode

Ice Climbers SMASH
Using the Ice Climbers, clear All-Star Mode or play more than 300 matches in Vs. Mode

Zelda
Using Zelda, clear Classic Mode or play more than 100 matches in Vs. Mode

PLAYABLE CHARACTERS

Zelda SMASH
Using Zelda, clear Adventure Mode or play more than 200 matches in Vs. Mode

Zelda SMASH
Using Zelda, clear All-Star Mode or play more than 300 matches in Vs. Mode

Sheik
Using Sheik, clear Classic Mode or play more than 100 matches in Vs. Mode

Sheik SMASH
Using Sheik, clear Adventure Mode or play more than 200 matches in Vs. Mode

Sheik SMASH
Using Sheik, clear All-Star Mode or play more than 300 matches in Vs. Mode

Luigi
Using Luigi, clear Classic Mode or play more than 100 matches in Vs. Mode

Luigi SMASH
Using Luigi, clear Adventure Mode or play more than 200 matches in Vs. Mode

Luigi SMASH
Using Luigi, clear All-Star Mode or play 301 matches in Vs. Mode

Jigglypuff
Using Jigglypuff, clear Classic Mode or play more than 100 matches in Vs. Mode

Jigglypuff SMASH
Using Jigglypuff, clear Adventure Mode or play more than 200 matches in Vs. Mode

Jigglypuff SMASH
Using Jigglypuff, clear All-Star Mode or play 301 matches in Vs. Mode

Mewtwo
Using Mewtwo, clear Classic Mode or play more than 100 matches in Vs. Mode

Mewtwo SMASH
Using Mewtwo, clear Adventure Mode or play more than 200 matches in Vs. Mode

Mewtwo SMASH
Using Mewtwo, clear All-Star Mode or play 301 matches in Vs. Mode

Marth
Using Marth, clear Classic Mode or play more than 100 matches in Vs. Mode

Marth SMASH
Using Marth, clear Adventure Mode or play more than 200 matches in Vs. Mode

Marth SMASH
Using Marth, clear All-Star Mode or play 301 matches in Vs. Mode

Mr. Game & Watch
Using Mr. Game & Watch, clear Classic Mode or play more than 100 matches in Vs. Mode

Mr. Game & Watch SMASH
Using Mr. Game & Watch, clear Adventure Mode or play more than 200 matches in Vs. Mode

Mr. Game & Watch SMASH
Using Mr. Game & Watch, clear All-Star Mode or play 301 matches in Vs. Mode

Dr. Mario
Using Dr. Mario, clear Classic Mode or play more than 100 matches in Vs. Mode

Dr. Mario SMASH
Using Dr. Mario, clear Adventure Mode or play more than 200 matches in Vs. Mode

Dr. Mario SMASH
Using Dr. Mario, clear All-Star Mode or play 301 matches in Vs. Mode

Ganondorf
Using Ganondorf, clear Classic Mode or play more than 100 matches in Vs. Mode

Ganondorf SMASH
Using Ganondorf, clear Adventure Mode or play more than 200 matches in Vs. Mode

Ganondorf SMASH
Using Ganondorf, clear All-Star Mode or play 301 matches in Vs. Mode

Falco Lombardi
Using Falco, clear Classic Mode or play more than 100 matches in Vs. Mode

Falco Lombardi SMASH
Using Falco, clear Adventure Mode or play more than 200 matches in Vs. Mode

PLAYABLE CHARACTERS

Falco Lombardi SMASH
Using Falco, clear All-Star Mode or play more than 300 matches in Vs. Mode

Young Link
Using Young Link, clear Classic Mode or play more than 100 matches in Vs. Mode

Young Link SMASH
Using Young Link, clear Adventure Mode or play more than 200 matches in Vs. Mode

Young Link SMASH
Using Young Link, clear All-Star Mode or play more than 300 matches in Vs. Mode

Pichu
Using Pichu, clear Classic Mode or play more than 100 matches in Vs. Mode

Pichu SMASH
Using Pichu, clear Adventure Mode or play more than 200 matches in Vs. Mode

Pichu SMASH
Using Pichu, clear All-Star Mode or play more than 300 matches in Vs. Mode

Roy
Using Roy, clear Classic Mode or play more than 100 matches in Vs. Mode

Roy SMASH
Using Roy, clear Adventure Mode or play more than 200 matches in Vs. Mode

Roy SMASH
Using Roy, clear All-Star Mode or play more than 300 matches in Vs. Mode

OPPONENTS

Male Wire Frame
Clear the 100-Man Melee in 240 seconds or less

Female Wire Frame
Defeat more than 100 challengers in Endless Melee Mode

Fighting Wire Frames
Survive 15 minutes in Endless Melee Mode

Giga Bowser
Defeat Giga Bowser without using a continue in Adventure Mode

Master Hand
Clear Classic Mode on Hard or Very Hard Difficulty without continuing

Crazy Hand
Complete Adventure Mode on Hard or Very Hard Difficulty without continuing

ITEMS

Food
Play 1,000 Melee matches in Vs. Mode

Maxim Tomato
Play 10 Melee matches in Vs. Mode

Heart Container
Play 100 Melee matches in Vs. Mode

Warp Star
Trophy Lottery

Ray Gun
Trophy Lottery

Super Scope
Trophy Lottery

Fire Flower
Trophy Lottery

Lip's Stick
Perform 21 combos in Training Mode

Star Rod
Trophy Lottery

Beam Sword
Trophy Lottery

Home Run Bat
Trophy Lottery

Fan
Trophy Lottery

ITEMS

Hammer
Trophy Lottery

Green Shell
Trophy Lottery

Red Shell
Trophy Lottery

Flipper
Trophy Lottery

Freezie
Trophy Lottery

Mr. Saturn
Trophy Lottery

Bob-omb
Trophy Lottery

Motion-Sensor Bomb
Clear Event Match 3

Super Mushroom
Trophy Lottery

Poison Mushroom
Trophy Lottery

Starman
Trophy Lottery

Parasol
Trophy Lottery

Screw Attack
Trophy Lottery

Metal Box
Perform 11 combos in Training Mode

Bunny Hood
Perform a combined total of 126 combos in Training Mode using any character(s)

Cloaking Device
Trophy Lottery

Barrel Cannon
Trophy Lottery

Party Ball
Trophy Lottery

Crate
Trophy Lottery

Barrel
Trophy Lottery

Capsule
Trophy Lottery

Egg
Trophy Lottery

Smash Coins
Play Coin Battle more than 100 times

Poké Ball
Trophy Lottery

POKÉMON

Charizard
Trophy Lottery

Blastoise
Trophy Lottery

Clefairy
Trophy Lottery

Electrode
Trophy Lottery

Pokémon

Weezing
Trophy Lottery

Goldeen
Trophy Lottery

Snorlax
Trophy Lottery

Articuno
Trophy Lottery

Zapdos
Trophy Lottery

Moltres
Trophy Lottery

Mew
Clear All-Star Mode on Very Hard Difficulty setting

Chikorita
Trophy Lottery

Togepi
Trophy Lottery

Bellossom
Trophy Lottery

Unown
Set a record of at least 16,503 total combined feet for all characters in the Home Run Contest

Wobbuffet
Trophy Lottery

Scizor
Trophy Lottery

Raikou
Trophy Lottery

Entei
Clear Event Match 26

Suicune
Trophy Lottery

Lugia
Trophy Lottery

Ho-oh
Trophy Lottery

Celebi
Find Celebi's Poké Ball in 1-P Mode

Bulbasaur
Trophy Lottery

Venusaur
Trophy Lottery

Squirtle
Trophy Lottery

Chansey
Trophy Lottery

Staryu
Trophy Lottery

Cyndaquil
Trophy Lottery

Marill
Trophy Lottery

Sudowoodo
Unlock Poké Floats hidden stage

Porygon2
Trophy Lottery

Characters' Property

Toad
Trophy Lottery

Coin
Play Coin Match more than 100 times

Vegetable
Trophy Lottery

Megavitamins
Trophy Lottery

Lon Lon Milk
Clear the Target Test in 1,500 seconds or less

Kirby Hat 1
Trophy Lottery

Kirby Hat 2
Trophy Lottery

Kirby Hat 3
Trophy Lottery

Kirby Hat 4
Unlock all hidden characters, excluding those listed for Kirby Hat 5

Kirby Hat 5
Unlock Ganondorf, Roy, Pichu, Young Link, Dr. Mario and Falco

Stages and Related Items

Princess Peach's Castle
Trophy Lottery

Bullet Bill
Trophy Lottery

Lakitu
Trophy Lottery

Pidgit
Trophy Lottery (after clearing Classic and Adventure Modes)

Birdo
Trophy Lottery

Klaptrap
Trophy Lottery

Shy Guys
Trophy Lottery

Pak E. Derm
Trophy Lottery

Tingle
Trophy Lottery

Moon
Trophy Lottery

Turtle
Trophy Lottery

Four Giants
Trophy Lottery

Master Sword
Trophy Lottery

Falcon Flyer
Play Vs. Mode Melee, Tournament Melee or Special Melee 150 times

F-Zero Racers
Collect every Red Smash Trophy in the game

Mute City
Total combined walking distance for all characters must pass 10,000m

Arwing
Trophy Lottery

Great Fox
Trophy Lottery

STAGES AND RELATED ITEMS

Peppy Hare
Trophy Lottery

Slippy Toad
Trophy Lottery

Kraid
Play Vs. Mode, Tournament Melee or Special Melee 50 times

Chozo Statue
Trophy Lottery

Whispy Woods
Trophy Lottery

Fountain of Dreams
Trophy Lottery

UFO
Play Vs. Mode, Tournament Melee or Special Melee 100 times

Pokémon Stadium
Trophy Lottery

Game & Watch
Clear Event Match 45

Target
Clear the Target Test with every character

Sandbag
Hit Sandbag 300 feet or more in the Home Run Contest

Battlefield
Clear Regular Match's All-Star Mode

Final Destination
Clear Event Match 51

Goomba
Clear Event Match 14

Koopa Troopa
Trophy Lottery

Koopa Paratroopa
Trophy Lottery

ReDead
Trophy Lottery

Octorok
Trophy Lottery

Like Like
Trophy Lottery

Topi
Trophy Lottery

Polar Bear
Trophy Lottery

MARIO SERIES

Raccoon Mario
Trophy Lottery

Metal Mario
Trophy Lottery

Paper Mario
Hit Sandbag 450m or more in the Home Run Contest

Wario
Clear All-Star Mode without using a continue

Plum
Trophy Lottery

Daisy
Trophy Lottery

Waluigi
Trophy Lottery

MARIO SERIES

Thwomp
Trophy Lottery

Boo
Trophy Lottery

Koopa Clown Car
Trophy Lottery

Viruses
Trophy Lottery

Bucket
Trophy Lottery

Racing Kart
Trophy Lottery

Baby Mario
Trophy Lottery

Baby Bowser
Trophy Lottery

Raphael Raven
Trophy Lottery

DK SERIES

Dixie Kong
Trophy Lottery

King K. Rool
Trophy Lottery

ZELDA SERIES

Goron
Trophy Lottery

Marin
Unlock the Sound Test

Majora's Mask
Clear Event Match 47

Ocarina of Time
Trophy Lottery

F-ZERO SERIES

Samurai Goroh
Trophy Lottery

Dr. Stewart
Trophy Lottery

Jody Summer
Trophy Lottery

STAR FOX SERIES

Landmaster Tank
Earn a combined total of 1,001 KOs

Wolfen
Clear Adventure Mode in 1,100 seconds

Andross
Trophy Lottery (rare)

Andross
Trophy Lottery

METROID SERIES

Samus's Starship
Escape from Brinstar in Adventure Mode

Metroid
Trophy Lottery

Ridley
Trophy Lottery

KIRBY SERIES

Fire Kirby
Trophy Lottery

Fighter Kirby
Trophy Lottery

Ball Kirby
Trophy Lottery

KIRBY SERIES

- **Waddle Dee** — Trophy Lottery
- **King Dedede** — Trophy Lottery
- **Rick** — Trophy Lottery
- **Gooey** — Trophy Lottery
- **Meta-Knight** — Trophy Lottery

EARTHBOUND SERIES

- **Paula** — Trophy Lottery
- **Jeff** — Trophy Lottery
- **Poo** — Trophy Lottery
- **Starman** — Trophy Lottery

POKÉMON SERIES

- **Bulbasaur** — Trophy Lottery
- **Poliwhirl** — Trophy Lottery
- **Eevee** — Trophy Lottery
- **Totodile** — Trophy Lottery
- **Crobat** — Trophy Lottery
- **Cleffa** — Trophy Lottery
- **Ditto** — Trophy Lottery
- **Igglybuff** — Trophy Lottery
- **Steelix** — Trophy Lottery
- **Heracross** — Trophy Lottery
- **Meowth** — Collect every Blue Smash Trophy in the game
- **Professor Oak** — Trophy Lottery
- **Misty** — Trophy Lottery
- **ZERO-ONE** — Trophy Lottery

OTHER SERIES

- **Maruo Maruhige** — Trophy Lottery
- **Ryota Hayami** — Trophy Lottery
- **Kensuke Kimachi** — Trophy Lottery
- **Love Giant** — Trophy Lottery
- **Hate Giant** — Trophy Lottery

OTHER SERIES

- **Ray Mk II** — Trophy Lottery
- **Bayonette** — Trophy Lottery
- **Annie** — Trophy Lottery
- **Tom Nook** — Earn a total of 1,001 coins
- **Arlo** — Trophy Lottery
- **Mr. Resetti** — Defeat six challengers in Cruel Melee Mode
- **Heririn** — Trophy Lottery
- **Alpha** — Trophy Lottery
- **Vacuum Luigi** — Trophy Lottery
- **Pikmin** — Trophy Lottery
- **Captain Olimar** — Insert a Memory Card with a saved Pikmin file
- **Excitebike** — Trophy Lottery
- **Donkey Kong Junior** — Collect every playable character's first trophy
- **Ducks** — Trophy Lottery
- **Bubbles** — Trophy Lottery
- **Eggplant Man** — Trophy Lottery
- **Mach Rider** — Clear Classic Mode in 300 seconds or less
- **Balloon Fighter** — Trophy Lottery
- **Stanley** — Trophy Lottery
- **Pit** — Trophy Lottery
- **Dr. Wright** — Trophy Lottery
- **Donbe & Hikari** — Trophy Lottery
- **Ayumi Tachibana** — Trophy Lottery
- **Monster** — Trophy Lottery
- **Sheriff** — Clear the Target Test in 750 seconds or less
- **Diskun** — Earn points in every Bonus Record category
- **GCN** — Trophy Lottery

LOTTERY & COLLECTION



Beautiful Super Smash Bros. trophies don't grow on trees—they come out of a Lottery Machine! Play the game to collect coins, then plop them into the machine to win fabulous prizes!

TROPHY TREASURE TROVE

You can increase your odds of getting a new trophy by putting more coins into the Lottery Machine. You can use up to 20 coins at a time.

The Lottery Machine is easy to use—just set the number of coins you want to use, then press the A Button. The screen will display your chances of getting a new trophy. After you win a new trophy, you can go to the gallery to view it in all its splendor or to read about the character or item it depicts.



Use the Control Stick or the Y and X Buttons to set the number of coins you want to spend. When you hit the A Button, they'll drop into the machine.



The image and name of the trophy you've won will appear momentarily on screen after the machine spits it out.



Check your trophy collection list in Gallery Mode after you've won a new prize. The word "new" will appear next to the listing.

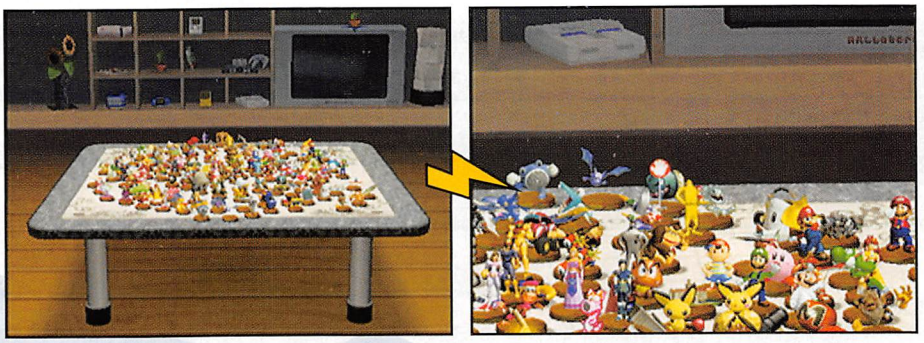
POCKET SOME CHANGE

Earning coins is easy—just complete any stage or battle in 1-P Mode or Vs. Mode. If you perform well, you'll earn a little spending money. You don't even have to win a battle to collect the loot. The number of coins you've won will appear on the Stage Clear or Winner screens after you've completed a stage or battle.



THE SPOILS OF SMASH

If you want to survey your well-deserved booty, select Collection Mode to display all your trophies at once on a table. You'll be able to zoom in and out with X and Y and move the camera with the Control Stick. If you want to get a more detailed look at any given trophy, you should check it out in Gallery Mode.



It looks like a rockin' party on the little table in your virtual game room, but, on closer inspection, the revelers seem like a bunch of stiffs.

SMASH CACHE

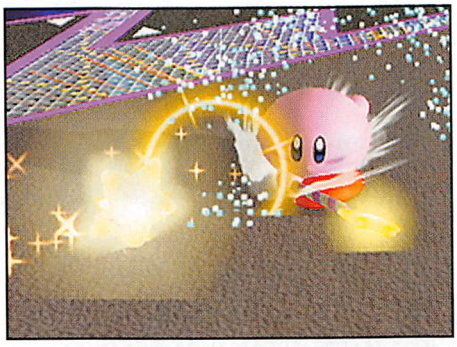




ITEM INVENTORY

LITTLE THINGS MEAN A LOT

There are times in Super Smash Bros. Melee when it is better to be lucky than good. A losing battle against a superior opponent can turn in your favor if you manage to pick up a Hammer at the right time. The 36 items in the game can be grouped into the six categories detailed at right. You pick up items by pressing A, and you can drop most items by pressing Z.

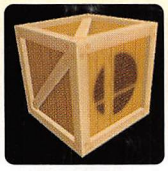


Some items fit into more than one category. The Star Rod is used to hit opponents, and it also fires projectiles when you Smash the Control Stick.

ITEM TYPE	USE
CONTAINER	Contains another item
HEALING	Replenishes health
TRANSFORMING	Immediately alters the user's characteristics
BLUDGEONING	Hits opponents
SHOOTING	Fires projectiles or releases energy
THROWING	Is thrown at opponents

CRATE

CONTAINER



Crates are often empty, but they are always effective when thrown at opponents. They are even more effective when there is an active bomb inside of them.

BARREL

CONTAINER



Of all the container items, barrels are the heaviest and the hardest to break. A barrel may just roll if you fail to hit something when you throw it.

CAPSULE

CONTAINER



Capsules are plentiful and usually contain items. Toss them at opponents, then rush forward to pick up an item. Like other containers, capsules explode on impact 15% of the time.

CHANSEY EGG

CONTAINER



When Chansey appears, it'll toss out several Eggs. Some Eggs are like capsules—you'll need to break them open to retrieve an item. Other Eggs may explode or replenish your health on contact.

PARTY BALL

CONTAINER



After you toss a Party Ball, it will float above a platform, then break open to release its contents. Party Balls contain weapons, food or other items. They can also explode like capsules, barrels and boxes.

MAXIM TOMATO

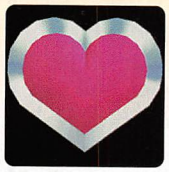
HEALING



Juicy Maxim Tomatoes are loaded with healing goodness. Each one will replenish 50 percent of your health.

HEART CONTAINER

HEALING



Like the critical Heart Containers from the Legend of Zelda games, the containers in SSBM can often mean the difference between victory and defeat. You'll recover 100 percentage points of health when you grab one.

FOOD

HEALING



There's no harm in having a little snack between meals. A lot of good can come from it, in fact. Your health will be replenished in varying amounts, depending on what type of food you find.

STARMAN

TRANSFORMING



Starman items will quickly bounce away after they appear, and it's worth your while to grab them when you get the chance. They will render you temporarily invulnerable.

WARP STAR

TRANSFORMING



Warp Stars—which look a lot like Starman items—will send you on a wild ride above the stage, then send you crashing down to the nearest platform. Use the Control Stick to steer yourself over an opponent.

SUPER MUSHROOM

TRANSFORMING



Super Mushrooms will make your characters bigger, stronger and heavier. The only disadvantage is you'll become a bigger target.

POISON MUSHROOM

TRANSFORMING



Poison Mushrooms look almost exactly like Super Mushrooms, but they have the opposite effect: They'll turn your characters into tiny little weaklings. The Poison Mushrooms are not as brightly colored as the Super Mushrooms.

BUNNY HOOD

TRANSFORMING



The Bunny Hood makes your character look funny, but the added speed, strength and agility it affords you make it worth the embarrassment.

METAL BOX

TRANSFORMING



The Metal Box will give your character a metallic appearance. The beautiful look is more than just skin deep—you'll also become as heavy as solid metal.

BEAM SWORD

BLUDGEONING



Just as its name suggests, the Beam Sword is a blade made of energy. If you smash the Control Stick while you use it, the Beam will grow in length and power.

HOME RUN BAT

BLUDGEONING



When you absolutely, positively have to smack an opponent off the stage, the Home Run Bat is the perfect weapon. Smash the Control Stick to become the new sultan of swat.

HAMMER

BLUDGEONING



Mario's famous Hammer from the original Donkey Kong game reappears in SSBM. Once you pick it up, the Hammer will automatically start pounding the ground and any unlucky opponents in your way.

FAN

BLUDGEONING



The fan doesn't do a lot of damage per hit, but you can wield the weapon with incredible speed. It's particularly effective when you can back an opponent against a wall. You can break an opponent's shield by smashing with the fan.

PARASOL

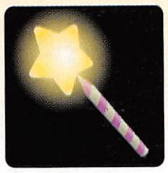
BLUDGEONING



The Parasol is among the most versatile bludgeoning items in the game. You can use it as a blunt instrument or to arrest your fall when you jump off platforms.

STAR ROD

BLUDGEONING/SHOOTING



The Star Rod packs a wallop when you use it to hit people, and it's even more effective as a projectile weapon. Perform a Left or Right Smash move to launch a powerful star blast.

LIP'S STICK

BLUDGEONING/ SHOOTING



Lip's Stick is actually a flower that plants a seedling on an opponent's head on contact. The seedling will cause damage until it disappears or is shaken off with the Control Stick.

SUPER SCOPE

SHOOTING



The Super Scope looks just like a Super NES peripheral, but the SSBM version fires deadly energy blasts instead of harmless beams of light. You can charge the scope's shot by holding down A.

RAY GUN

SHOOTING



The Ray Gun works well from a long range, but it has a fairly slow rate of fire and weak blast strength. You get 16 shots in each Ray Gun.

FIRE FLOWER

SHOOTING



The Fire Flower sprays a devastating plume of fire for a few seconds. You can expend the item with one long blast or use several short bursts of flame.

GREEN SHELL

THROWING



Green Shells will sail in a straight line when you throw them, and they'll slide along a surface when you jump on them. They'll cause plenty of damage when they hit opponents.

RED SHELL

THROWING



After you throw the Red Shell, it will seek out and attack the nearest opponent. Be careful—it may turn around and hit you after it strikes its first target.

BOB-OMB

THROWING



Bob-ombs will become active as soon as you pick them up, then explode when they hit someone or something. If no one picks up a Bob-omb, it will activate itself after a few seconds, then walk around until it hits something.

FREEZIE

THROWING



A Freezie will temporarily encase an opponent inside a block of ice. The impact itself causes damage, and you can continue hitting the helpless opponent to cause further damage.

SCREW ATTACK

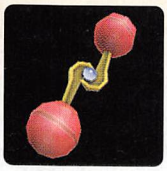
THROWING/TRANSFORMING



You can throw the Screw Attack item at opponents to send them into involuntary spins. It's more effective, however, to hold the item while you jump to launch your own Samus-style Screw Attacks.

FLIPPER

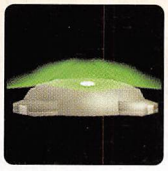
THROWING



Flippers don't fly very far when you throw them—they work more like booby traps. The device will hang in the air momentarily and sucker punch any character who bumps it.

MOTION-SENSOR BOMB

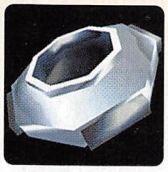
THROWING



Motion-Sensor Bombs stick to surfaces then explode when a character gets close to them. Activated bombs are very hard to spot during a battle.

CLOAKING DEVICE

TRANSFORMING



The Cloaking Device makes your character invisible—more or less. Although your human opponents will be able to see you occasionally, you can easily launch sneak attacks. Be careful not to lose track of your location.

POKé BALL

THROWING



When you throw the Poké Ball, it will travel a short distance then release a random Pokémon. Most of the Pokémon will attack once they are released, but a few of them just stand around.

MR. SATURN

THROWING



Ness's cuddly little buddy acts as a simple projectile in SSBM. Unlike other throwing items, Mr. Saturn is reusable. After he bounces off an opponent, pick him up and throw him again.

BARREL CANNON



If you fall into a Barrel Cannon, wait until the arrow is pointing in a safe direction then launch yourself like a cannon ball. Don't launch yourself when the arrow is pointing away from a platform.

SMASH COINS



When you are fighting in Coin Battle matches, you can knock gold, silver and bronze coins out of opponents when you land attacks.

POKéMON LIST

CHIKORITA



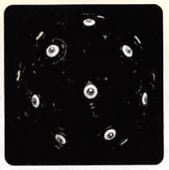
The Grass-type Pokémon uses its Razor Leaf attack in one direction.

WOBBUFFET



Wobbuffet's Counter bounces any force thrown at it right back at its attacker.

UNOWN



The Unown move in packs, smacking anything that gets in their way.

SCIZOR



The Bug-and-Steel-type Pokémon uses Fury Cutter to attack hapless fighters, sometimes more than once.

BELLOSSOM



Pretty Bellossom's Sleep Powder will put you to sleep, so stay far away when it starts to sway.

RAIKOU



The electricity that sparks around Raikou can be quite shocking if you get too close.

ENTEI



Entei's tall, mysterious column of flame is a blast of fire that will damage everything it touches.

SUICUNE



Suicune is surrounded by a swirling, misty storm cloud that can damage you but won't freeze you.

LUGIA



Lugia flies up and away from the stage, then attacks with all the fury its Aeroblast can muster.

HO-OH



Ho-oh follows Lugia's lead, flying up and away from the stage, then unleashing its Sacred Fire attack.

GOLDEEN



Goldeen flops and hops around a small area, using the completely ineffective Splash attack.

SNORLAX



Somehow, Snorlax puffs itself up to appear bigger before it uses its formidable Body Slam.

CLEFAIRY



The Metronome attack that Clefairy uses will launch different attacks at different times. Watch out!

TOGEPI



Togepi's Metronome creates various attacks, including Night Shade, which turns the screen completely black.

CHARIZARD



A mighty Flamethrower attack billows from Charizard's mouth as it turns its head from side to side.

One of 30 different Pokémon will appear when a Poké Ball is thrown on the ground or at a player. They each have their own special moves, most of which will damage everyone except the player who threw the ball.

BLASTOISE



The Water-type's Hydro Pump is a powerful attack that will leave you all wet.

WEEZING



Weezing's Poison Gas won't poison you permanently, but it will damage you a bit.

ELECTRODE



Pick up and toss Electrode like a bomb, or wait for it to use Explode. It will damage everyone nearby.

DITTO



Ditto will Transform into the player who threw the Poké Ball, then join up with him or her for a short time.

MOLTRES



Moltres takes to the skies then summons a mighty Fire Blast. Feel the burn!

ZAPDOS



Zapdos also flies into the air, where great bolts of Thunder surround it.

ARTICUNO



Articuno hovers in the air, creating a large Blizzard that can freeze solid anyone who gets too close.

MEW



Mew appears then flies into the air without attacking. Odds for its appearance are 1 in 251.

CELEBI



Celebi doesn't attack. It just appears then darts off into the sky. Odds for its appearance are 1 in 251.

STARYU



The spinning star-shaped Pokémon uses the Water Gun attack.

CHANSEY



The eggs dropped by Chansey when she uses Softboiled may give you health, contain items or blow up in your face.

PORYGON2



The new, improved virtual-reality Pokémon will try to Tackle anything in its way.

CYNDAQUIL



The tiny Fire-type Pokémon uses a very big Flamethrower attack when it pops out of its Poké Ball.

MARILL



The cute and cuddly Water-type will Tackle you if you don't stay out of its way.

VENUSAUR

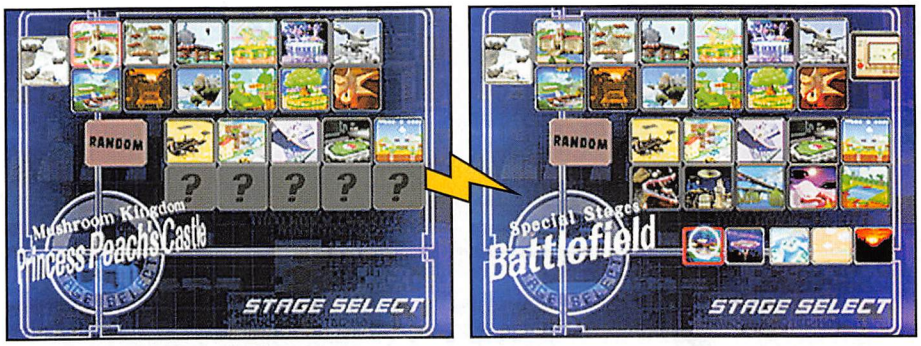


Is the agitated Venusaur frustrated with its owner? It fusses and stomps, sending everything nearby flying.

STAGE SELECTIONS

ACRES OF ARENAS

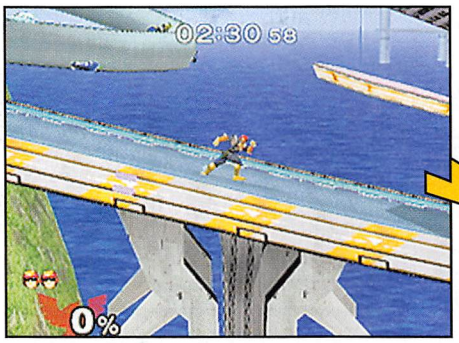
At first, you can choose from 18 different stages for your Vs. Mode battles. As you progress through the game, you'll complete tasks and unlock new and different stages for your brawling enjoyment. There is a grand total of 29 stages available, and it will take a supreme effort on your part to unlock them all.



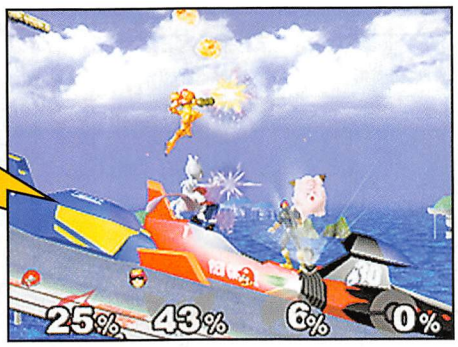
The shaded question-mark boxes will become new stages once they are unlocked. Other stages will also appear on the sides and bottom of the screen.

SPECIAL STAGES

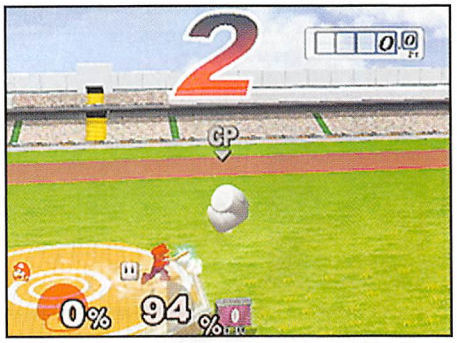
The stages listed on the following pages are used in 1-P and Vs. Modes. Some of the stages look different in different modes. The Big Blue stage, for example, contains a single group of cars in Adventure Mode but becomes a busy freeway in Vs. Mode. There are also a couple of stages, such as the one used in the Home Run Contest, that are not accessible in any other mode.



In Regular Match's Adventure Mode, you'll use the Big Blue stage as an Olympic-worthy running track.



In Vs. Mode, the Big Blue stage becomes a pedestrian nightmare as you slug it out atop moving F-Zero cars.

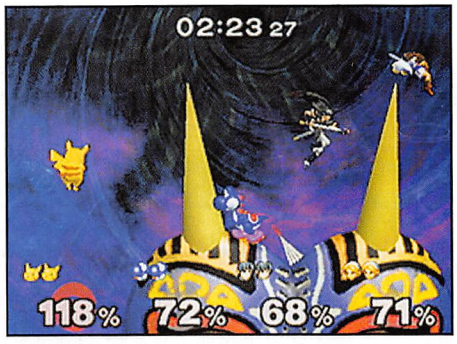


The Home Run Contest takes place on a beautiful green athletic field.



Some of the Event Match stages are also unique. In the screen shots to the right, combatants duke it out on top of gigantic Pokémon and Majora's Mask statues.





INFORMATION GUIDE

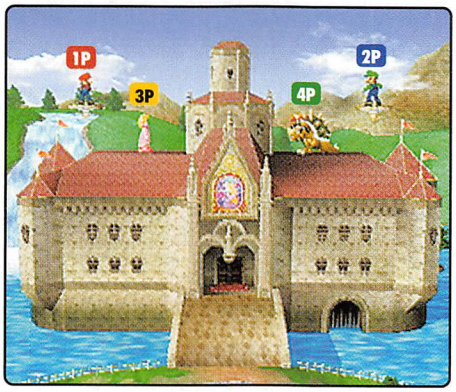
If a stage is in a shaded box, it must be unlocked. Check the charts on pages 114 and 115 to discover how to open all the stages.

1P 2P 3P 4P

The small icons to the left signify the starting positions of each player. The positions will not change if you use fewer than four players.

MUSHROOM KINGDOM

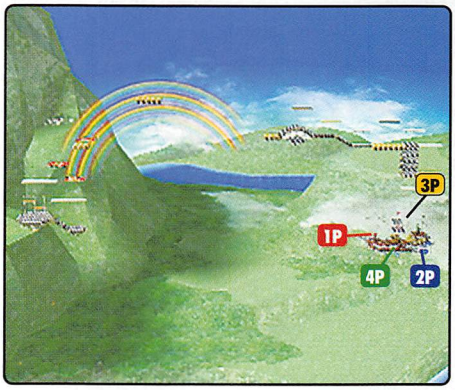
PRINCESS PEACH'S CASTLE



Princess Peach's Castle isn't as serene as it first appears. Large Bullet Bills will occasionally drop from the sky and explode after they burrow into the castle. Red and blue switches will also appear on the castle roof. Pressing a switch will cause new platforms and bricks to crop up. Make sure that you don't fall into the moat that surrounds the castle.

MUSHROOM KINGDOM

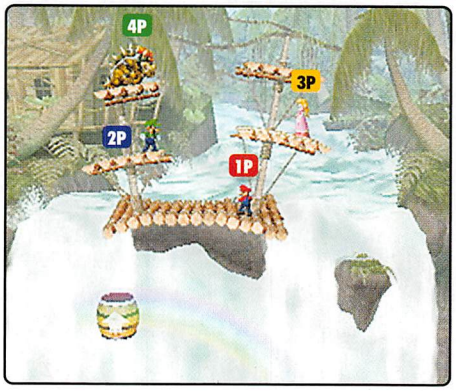
RAINBOW CRUISE



The Rainbow Cruise begins on a ship, but the boat soon grows unstable and forces all occupants to jump for land. From that point on you'll leap from platform to platform, avoiding pendulums and riding flying carpets as you battle. Keep an eye out for small yellow bricks that collapse as you walk over them. The stage concludes with a return trip to the ship.

DK ISLAND

KONGO JUNGLE



A wide river rages beneath a rickety raft in Kongo Jungle. If you fall off the platform, try to land in the Barrel Cannon that moves across the bottom of the screen. Once inside the cannon, press the A Button to launch yourself—but first check the arrow to see which way you'll be travelling! The small island to the right functions as a second platform.

DK ISLAND

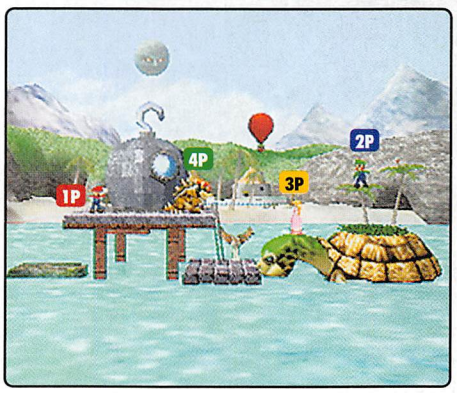
JUNGLE JAPES



Jungle Japes takes place in front of Cranky Kong's humble wooden home. The river beneath the house moves at an impressive speed, and you'll be swept away if you so much as touch it. The stage is straightforward and devoid of traps or other tricky obstacles, but Klaptraps will occasionally jump out of the water and snap at your ankles.

TERMINA

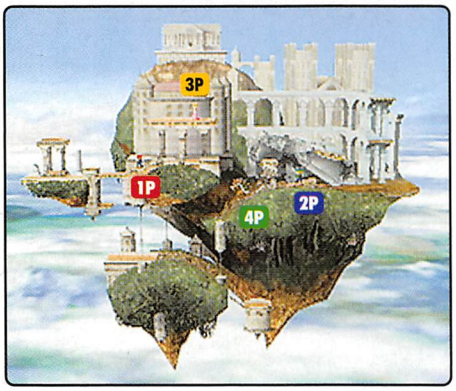
GREAT BAY



The world of Termina comes to life in the Great Bay stage. The turtle can be used as a platform, but it will occasionally spin around and submerge. The small raft at the left-hand side of the screen isn't very stable, but it will hold your fighter as long as you remain near the middle. You can also grab onto Tingle's balloon and float above the fray, but it will pop within a few seconds.

HYRULE

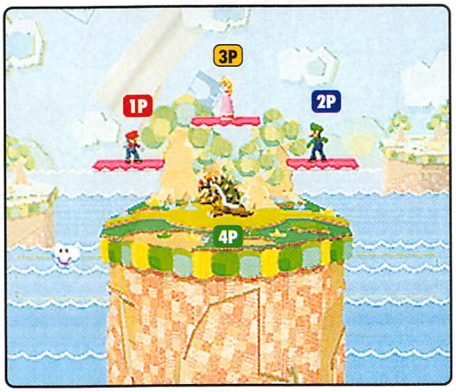
TEMPLE



The Hyrule Temple is one of the largest stages in the game, and as a result, it's difficult to knock an opponent off. Use the stage's multiple levels to your advantage by ambushing combatants who are lurking above or below you. Less-powerful fighters such as Peach and Fox will thrive here.

YOSHI'S ISLAND

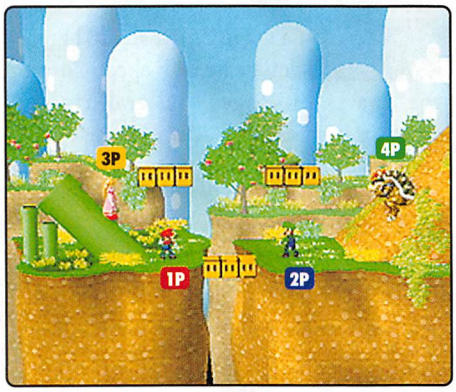
YOSHI'S STORY



If you're looking for a small, close-quartered brawl, give Yoshi's Story a try. The small area favors strong fighters like Bowser who can send an opponent flying with one or two potent attacks. Watch for groups of Shy Guys that float by bearing food. If you attack them, they will drop their precious cargo. A cloud floats around on the edges of the main stage.

YOSHI'S ISLAND

YOSHI'S ISLAND



The yellow blocks on Yoshi's Island will revolve if attacked. You cannot stand on a block that is revolving, so try to lure an enemy to the center set of blocks and then drop him or her into the gap. Watch your step—you'll be blown away if you walk to the top of the right-hand mountain. The Bullet Bills and Lakitus in the background are just for show and can't attack.

DREAM LAND

FOUNTAIN OF DREAMS



The beautiful Fountain of Dreams is simplicity in itself. The two platforms on either side of the stage float gently up and down, but that's the only surprise you'll find. The wide platform and straightforward design make it a good level for beginners, though there's nothing to break your fall if you slip off either side of the main platform.

DREAM LAND

GREEN GREENS



Green Greens features a wide platform, but it also contains a couple of nasty tricks. The tree in the background will occasionally blow characters around the screen with leafy breath. There are also locations on either side of the screen where blocks fall. Most blocks are marked with stars, but a few have bombs. If you strike a bomb block, it will create a devastating explosion.

LYLAT SYSTEM

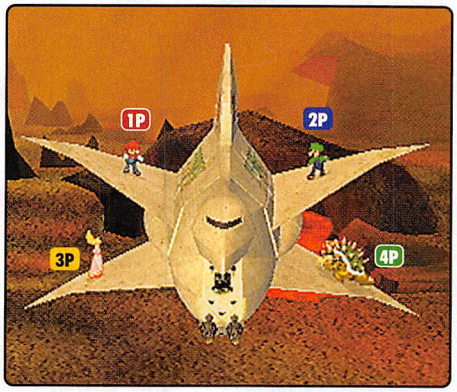
CORNERIA



Soar through the air on the back of *Great Fox* in the Corneria level. Other ships will occasionally fly by and open fire on the contestants. You can jump on the back of the other ships when they get close, but they will usually perform a barrel roll to shake you off. Watch for the laser gun underneath the ship—it will fire at random intervals.

LYLAT SYSTEM

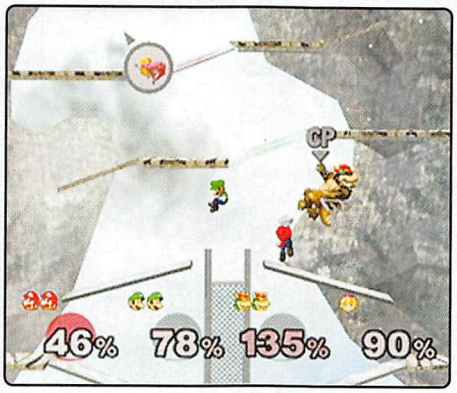
VENOM



The second Lylat System stage also involves the *Great Fox*, but from a different angle. Fox's wingmen will still fly by and open fire. Despite their friendship, the wingmen won't grant you quarter if you play as Fox. You can jump onto the back of the other ships, but don't stay there too long or you'll be be dropped like a hot potato.

INFINITE GLACIER

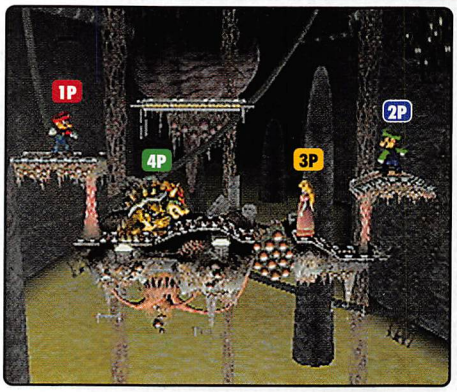
ICICLE MOUNTAIN



Icicle Mountain scrolls upward at various speeds, which can be confusing for a beginning player. To make matters worse, it will also scroll down on occasion. The large ice blocks at the ends of platforms can be broken, but you'll probably be too busy jumping to break any blocks. Peach is a natural for Icicle Mountain.

PLANET ZEBES

BRINSTAR



Home to Mother Brain and the Metroids, Brinstar is a hostile, foreboding place. The pool of acid below you will periodically rise up and submerge all but the highest platform. You can destroy the pink tendons that connect the two side platforms to the main one—doing so will cause the side platforms to tilt precariously and tip anyone unlucky enough to be atop them.

PLANET ZEBES

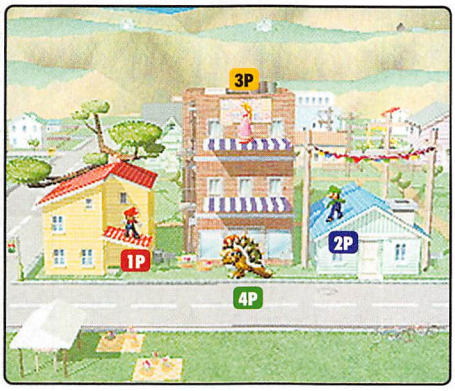
BRINSTAR DEPTHS



Deep in the heart of Planet Zebes lies the lava-soaked Brinstar Depths. Touching the lava will result in an instant loss of one stock—as opposed to the acid, which causes only moderate damage. The giant monster Kraid will often appear and spin the platform, but it won't attack you in any direct fashion.

EAGLE LAND

ONETT



Ness's hometown of Onett is a bright and cheery place. You can use the red and blue roofs and the telephone lines as makeshift platforms. Watch for the drugstore in the middle of the screen. When the sign tilts, it's about to fall and crush everything in its path. Cars drive on the street below, and you'll take damage if you're at ground level when they speed by.

EAGLE LAND

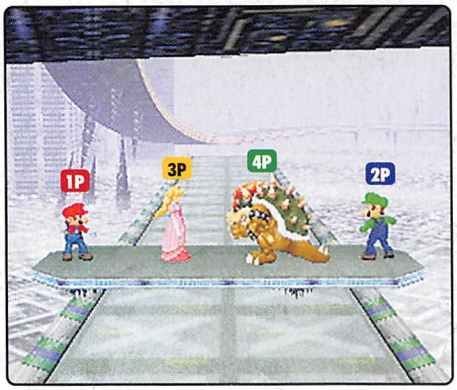
FOURSIDE



Fourside contains three main buildings on which to fight. A large UFO also appears from time to time and hovers overhead. You can jump onto the UFO, but it's quite slippery. The spacecraft will disappear after a few seconds—watch for it to blink. A yellow helicopter will also appear and land on the middle building, but you can't touch it.

F-ZERO GRAND PRIX

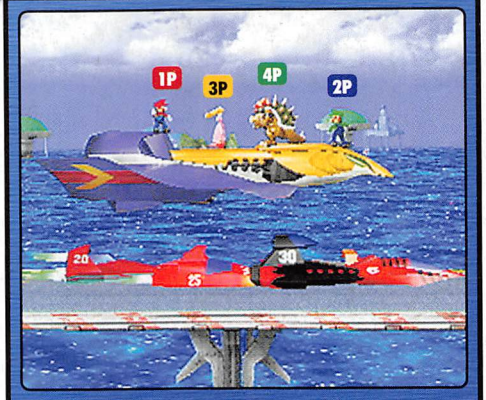
MUTE CITY



A racetrack is not a good place for a fight, but try telling that to the Smash Bros. Mute City sports various platforms that appear and disappear at random. Some are stable, but some are precariously unbalanced. F-Zero racers will often fly by on the track below. Try to stay above the track as much as possible to avoid becoming roadkill.

F-ZERO GRAND PRIX

BIG BLUE



The previous F-Zero stage forced you to dodge oncoming racers, but Big Blue places you on top of the speedy crafts. Try to leap from one racer to the next in a smooth fashion. The path isn't straight or flat, and the racers will often bank up or down—causing the characters on top to lose traction and slip toward the ground.

KANTO

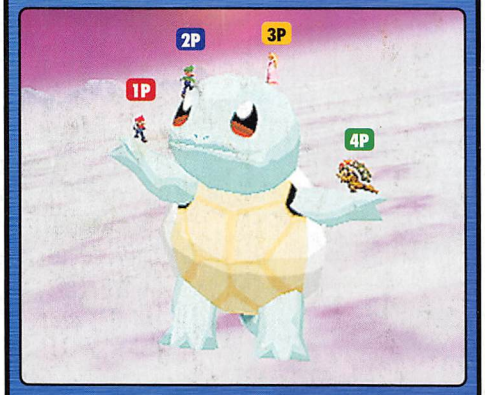
POKéMON STADIUM



When you want to feel like a professional athlete, brawl in Pokémon Stadium. The background scoreboard displays close-ups of the combatants and statistics of the current match. The stage will sometimes transform into one of four different elemental types, such as fire or water. Now all that's needed is a large corporation to buy the stadium naming rights.

KANTO SKIES

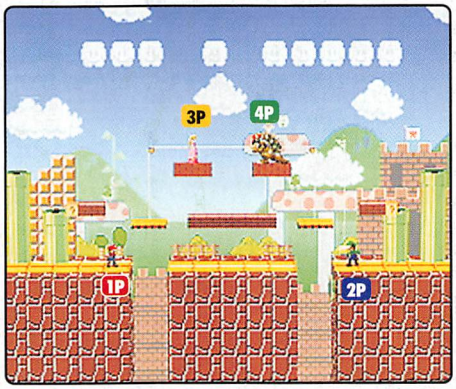
POKé FLOATS



Large Pokémon balloons float in the skies above Kanto. You'll need to leap from one balloon to the next as you brawl. Try to remain in the middle of the screen as much as possible, and jump to the next Pokémon balloon as soon as you can. Fighters with a high jumping ability will have little trouble, but it can be a nightmare for a chunky fighter like Bowser.

MUSHROOM

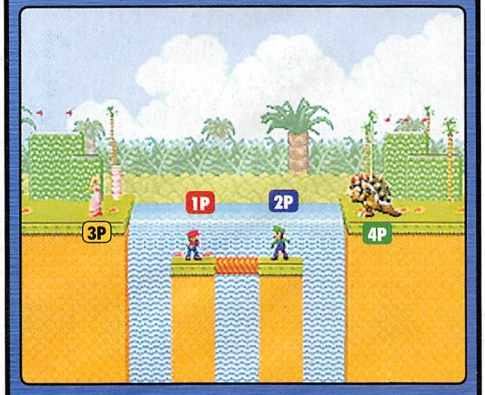
KINGDOM



Take a trip back in time with the Mushroom Kingdom Stage. Stepping on one end of the elevator platforms will cause the other end to rise. The elevator platform will drop if you stand on it for too long. You can also retrieve items by hitting the question-mark blocks, or even break bricks just like Mario. Both bricks and question-mark blocks will regenerate after a short time.

MUSHROOM

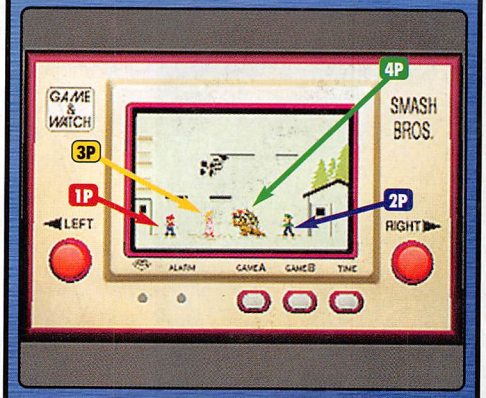
KINGDOM II



The Mushroom Kingdom II stage is a Mario fan's delight. Birdo will appear and shoot eggs, and you can step on and ride both Birdo and her eggs. Pidgits also sail by atop flying carpets, and you can hitch rides with them, too. The log in the middle can be walked on without fear, but those that appear on either side move—you can even get trapped beneath them!

SUPER FLAT WORLD

FLAT ZONE



The Flat Zone is unique in that it contains no edges off of which to fall—but you will lose stock if you wander too far off the left or right edge of the screen. A clumsy man also appears and spills oil on the ground, making it slippery. Finally, watch for tools falling from the sky. You can hit them and send them flying at your opponent if you're quick enough.

SPECIAL STAGES

BATTLEFIELD



The Battlefield is a simple stage with beautiful scrolling backgrounds. It's a great place for an all-out slugfest, which is why it's the setting for the Multi-Man Melee. It's easy to send your opponents flying because the stage is so small, so counter with a burly fighter like Bowser or a good jumper such as Samus or Peach.

SPECIAL STAGES

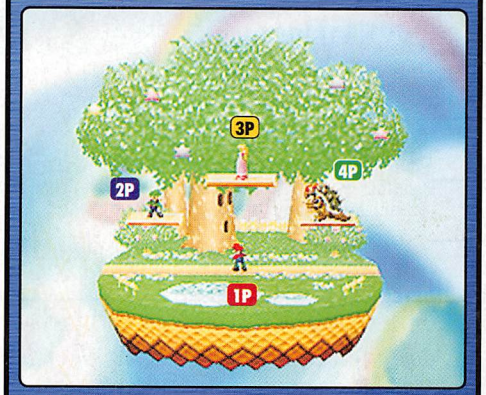
FINAL DESTINATION



Similar in size and scope to the Battlefield, the Final Destination is the arena in which you fight the Master Hand. It contains no platforms or traps of any kind, and as such is considered the ultimate place to test your character's pure fighting skills. Again, it's easy to get blown off the small platform, so choose your fighter accordingly.

PAST STAGES

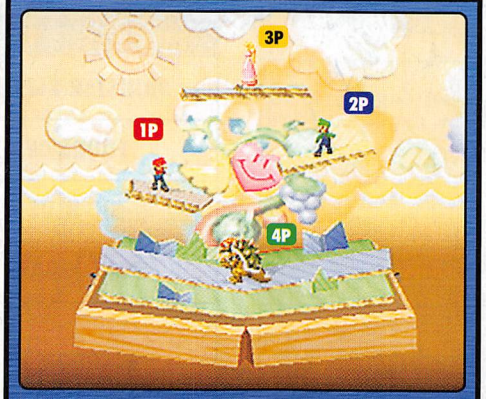
DREAM LAND



The Dream Land stage, a throwback to the original Super Smash Bros., is quite similar to the Green Greens stage. The tree in the middle of the screen will blow characters to and fro with its gusty breath. Other than the tree, all you have to worry about is fighting and knocking your opponents for a loop.

PAST STAGES

YOSHI'S ISLAND



The original Yoshi's Island stage is the epitome of sugary sweetness, but don't be fooled. The platforms tilt but won't cause your characters to take a spill. The heart in the middle of the screen is only for decoration, but you can leap onto the clouds at either side of the screen. Be careful—the clouds are solid for a moment only.

PAST STAGES

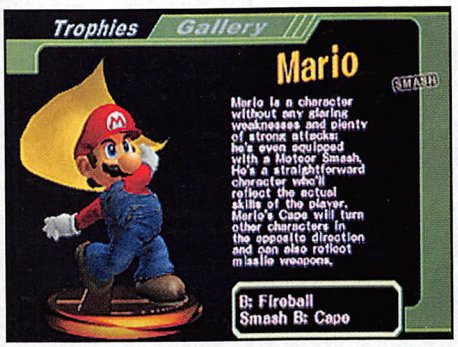
KONGO JUNGLE



Kongo Jungle bears a passing resemblance to the Jungle Japes and Kongo Jungle stages. There is a Barrel Cannon at the bottom of the screen, but it's difficult to see unless you're already falling. If you land in the cannon, press A to shoot yourself in the direction that the arrow is pointing. The two center platforms move in a slow, circular pattern.

KNOW THE CONDITIONS

Super Smash Bros. Melee is packed with many secrets. If you're dedicated, you can unlock every single hidden element—but it will take a lot of time. To shorten your time investment, we've listed all of the vital info for unlocking every character, stage and trophy in the game.



Each character has three trophies. Finish Classic, Adventure and All-Star Modes with each character to collect all of the trophies.



After you complete the requirements to unlock a character, he or she will appear to challenge you. Defeat the character to unlock it completely.

HIDDEN CHARACTERS	
JIGGLYPUFF	Beat Classic or Adventure Mode once, or play Vs. Mode more than 50 times.
MEWTWO	Play Vs. Mode for more than 20 hours or play Vs. Mode more than 700 times.
LUIGI	Clear the first stage of Adventure Mode with a 2 in the timer's seconds category to make Luigi appear, then defeat him quickly. You must complete Adventure Mode to fulfill the requirement. Or play Vs. Mode more than 800 times.
MARTH	Use the original 14 characters at least once in either Vs. Mode or any Regular Match Mode, or play Vs. Mode more than 400 times.
MR. GAME & WATCH	Clear Classic and Adventure Modes or the Target Test with every character (excluding Mr. Game & Watch), or play Vs. Mode more than 1,000 times.
DR. MARIO	Use Mario to clear any Regular Match Mode without using a continue, or play Vs. Mode more than 100 times.
GANONDORF	Clear Event Match 29 or play Vs. Mode more than 600 times.
YOUNG LINK	Clear Adventure Mode with more than 10 different characters, or play Vs. Mode more than 500 times.
FALCO	Survive the 100-Man Melee or play Vs. Mode more than 300 times.

HIDDEN CHARACTERS (continued)	
PICHU	Clear Event Match 37 or play Vs. Mode more than 200 times.
ROY	Use Marth to clear Regular Match's Classic Mode without using a continue, or play Vs. Mode more than 900 times.

HIDDEN STAGES	
BRINSTAR DEPTHS	After playing 50 rounds of Vs. Mode's Melee, one of these four stages will open. Every time you play another 50 matches, a random stage will open. You must play 200 matches to unlock all four stages.
FOURSIDE	
BIG BLUE	
POKé FLOATS	
KINGDOM II	Get the Birdo trophy from the Trophy Lottery.
FLAT ZONE	Unlock Mr. Game & Watch.
BATTLEFIELD	Cear All-Star Mode with any character.
FINAL DESTINATION	Clear every Event Match.
DREAM LAND	Clear the Target Test with every character.
YOSHI'S ISLAND (PAST)	Hit Sandbag 1,323 feet in the Home Run Contest.
KONGO JUNGLE	Survive the 15-Minute Melee with any character.

HIDDEN PLAY MODES & MENUS	
ALL-STAR MODE	Unlock all 25 characters.
SCORE DISPLAY (In "Additional Rules")	Earn a combined total of more than 5,000 KOs.
RANDOM STAGE (In "Additional Rules")	Open Brinstar Depths, Fourside, Big Blue, Poké Floats, Kingdom II and Flat Zone.
SOUND TEST (In "Data")	Unlock every stage and character.

HIDDEN POKéMON	
MEW	After you unlock every character, there is a 1:251 chance that Mew will appear in a Poké Ball.
CELEBI	After you unlock everything, there is a 1:251 chance that Celebi will appear in a Poké Ball.

HIDDEN TROPHIES	
NORMAL TROPHIES	Complete Classic Mode—or play more than 100 Vs. matches—with the corresponding character.
RED SMASH TROPHIES	Complete Adventure Mode—or play more than 200 Vs. matches—with the corresponding character.
BLUE SMASH TROPHIES	Complete All-Star Mode—or play more than 300 Vs. matches—with the corresponding character.
F-ZERO RACERS	Collect every Red Smash Trophy.
DONKEY KONG JR.	Collect every Normal Trophy.
MASTER HAND	Clear Classic Mode on Hard or Very Hard Difficulty without using a continue.
CRAZY HAND	Clear Adventure Mode on Hard or Very Hard Difficulty without using a continue.
MACH RIDER	Clear Classic Mode in 300 seconds or less.
WOLFEN	Clear Adventure Mode in 1,100 seconds or less.
SAMUS'S STARSHIP	Escape from Brinstar in Adventure Mode.
GIGA BOWSER	Defeat Giga Bowser in Adventure Mode without using a continue.
WARIO	Clear All-Star Mode without using a continue.
MEW	Clear All-Star Mode on Hard or Very Hard Difficulty.
TARGET	Clear Target Test with every character.
LON LON MILK	Clear the Target Test with all characters in 1,500 seconds or less (total).
SHERIFF	Clear the Target Test with all characters in 750 seconds or less (total).
SANDBAG	Hit Sandbag 990 feet or more in the Home Run Contest.
PAPER MARIO	Hit Sandbag 1,485 feet or more in the Home Run Contest.
UNOWN	Earn a combined total of 16,503 feet in the Home Run Contest using any character(s).
MUTE CITY	Walk a total combined distance of 3,300 feet or more.
MALE WIRE FRAME	Clear the 100-Man Melee in 240 seconds or less.

HIDDEN TROPHIES (continued)	
FEMALE WIRE FRAME	KO more than 100 enemies in the Endless Melee.
FIGHTING WIRE FRAMES	Survive the 15-Minute Melee.
BATTLEFIELD	Clear All-Star Mode.
METAL BOX	Perform more than 10 combos in Training Mode.
LIP'S STICK	Perform more than 20 combos in Training Mode.
BUNNY HOOD	Perform a combined total of more than 125 combos in Training Mode.
MAXIM TOMATO	Play 10 Vs. Mode Matches.
HEART CONTAINER	Play 100 Vs. Mode Matches.
FOOD	Play 1,000 Vs. Mode Matches.
TOM NOOK	Collect more than 1,000 coins.
LANDMASTER TANK	Score a combined total of over 1,000 KOs.
DISKUN	Score points in every Bonus Record category.
MARIN	Unlock the Sound Test.
MOTION SENSOR BOMB	Clear Event Match 3.
GOOMBA	Clear Event Match 14.
ENTEI	Clear Event Match 26.
GAME & WATCH	Clear Event Match 45.
MAJORA'S MASK	Clear Event Match 47.
FINAL DESTINATION	Clear Event Match 51.
COIN	Play Coin Battle Mode more than 100 times.
MR. RESETTI	KO more than five players in Cruel Melee Mode.
KRAID	Unlock the Brinstar Depths stage.
SUDOWOODO	Unlock the Poké Floats stage.
FALCON FLYER	Unlock the Big Blue stage.
UFO	Unlock Fourside.
KIRBY HAT 4	Unlock Jigglypuff, Mewtwo, Luigi, Marth and Mr. Game & Watch.
KIRBY HAT 5	Unlock Ganondorf, Roy, Pichu, Young Link, Dr. Mario and Falco.
CELEBI	Find Celebi's Poké Ball in 1-P Mode.
CAPTAIN OLIMAR	Insert a Memory Card with a saved Pikmin file.
MEOWTH	Collect every Blue Smash Trophy.

BONUS BREAKDOWN

EARN BIG POINTS

The following is a list of every Special Bonus in the game broken down into categories. The Special Bonuses are listed in alphabetical order within their categories. You won't see the bonuses listed in your game until you earn them, so use the list as your guide to earning each bonus.





Related to Attacks		
150% Damage	1,000	√
Took 150% damage or more. Not valid in team battles.		
200% Damage	3,000	√
Took 200% damage or more. Not valid in team battles.		
250% Damage	7,000	√
Took 250% damage or more. Not valid in team battles.		
300% Damage	10,000	√
Took 300% damage or more. Not valid in team battles.		
350% Damage	15,000	√
Took 350% damage or more. Not valid in team battles.		
All Aerial	4,000	√
Used all standard aerial attacks on enemies.		
All Ground	6,000	√
Used all standard ground attacks against enemies.		
All on One	20,000	√
Used all attacks except finishing blows on one enemy.		
All Variations	10,000	√
Used all attacks except finishing blows on enemies.		
Backstabber	2,000	√
High percentage of attacks were from rear (70% or more of total).		
Berserker	3,500	√
Attacked in a frenzy (60 attacks or more in 1 minute).		
Bird of Prey	4,000	√
Used only aerial attacks.		
Brawler	2,000	√
Hit only with direct attacks.		
Clean Sweep	5,000	√
All attacks were low attacks.		
Combo King	2,500	√
Used many combos (average number of combos is 2.5 or greater).		
Dedicated Specialist	3,100	√
Used only one kind of special move.		
Exceptional Aim	4,000	√
Hit with most attacks.		
First Strike	500	√
Delivered first blow of match.		
Flying Meteor	4,000	√
Hit a flying enemy with a meteor attack.		
Heavy Damage	20,000	√
Took 400% damage or more. Not valid in team battles.		
Juggler	1,500	√
Struck an enemy many times while keeping him or her airborne.		
Lethal Weapon	7,000	√
Hit with a wide variety of attacks.		

Related to Attacks (continued)		
Meteor Clear	3,000	√
Cleared the level with a meteor attack.		
Meteor Master	8,000	√
Every meteor attack KO'd an opponent (Minimum of two).		
Meteor Smash	800	√
KO'd foe with a meteor attack.		
Meteor Survivor	2,000	√
Succeeded in recovering from a meteor attack.		
One-Two Punch	1,800	√
Hit consecutively with all weak attacks.		
Perfect Aim	10,000	√
Hit with all attacks (at least eight attacks per minute).		
Precise Aim	10,000	√
All attacks hit immediately after execution.		
Smash King	3,000	√
Used many Smash attacks (50% or more of all hits).		
Smash Maniac	3,500	√
Only used Smash attacks.		
Smash-less	1,500	√
Used no Smash attacks.		
Sniper	2,000	√
Hit with only flying items.		
Specialist	2,200	√
Hit with only special moves.		
Sweeper	2,500	√
High percentage of attacks were low (50% or more of total).		

Related to Throws		
All Thumbs	-1,500	√
All dash-grab attempts failed (at least four attempted).		
Butterfingers	-500	√
Had a high rate of grab and dash-grab failures.		
Close Call	2,000	√
Threw just before enemy broke your hold.		
Compass Tosser	3,500	√
Used all four directional-throw moves.		
Cuddly Bear	2,000	√
Performed at least three grabs but did not attack or throw enemy.		
Fists of Fury	2,500	√
After grabbing, always held and punched, never threw.		
Pitcher	6,000	√
Fought only with grabs and throws.		
Pummeler	1,500	√
Did a lot of damage by holding and punching foes.		
Throw Down	2,500	√
Threw last foe to clear game.		

Related to Actions

Acrobat	3,000
Always did a midair jump. (No overlap with Cement Shoes.)	
Aerialist	2,500
Did not jump from the ground. (No overlap with Cement Shoes.)	
Ambler	2,500
Walked a lot.	
Blind Eye	3,000
Always looked in opposite direction from oncoming attack.	
Button Holder	4,000
Held down the A or B Button (for the entire match).	
Button Masher	700
Pressed buttons twice as fast as second-fastest presser.	
Cement Shoes	4,000
Never jumped, including midair jumps.	
Cliffhanger	2,000
Grabbed a lot of edges after being knocked off the stage.	
Climactic Clash	× 1,200
Hit same enemy with progressively stronger blows.	
Control Freak	1,000
Tapped the Control Stick twice as fast as second-fastest tapper.	
Crowd Favorite	2,500
Audience cheered for player.	
Down, but Not Out	2,000
Fell all the way down but got back up the most in a match.	
Eagle	1,500
Went airborne a lot.	
Edge Hog	× 2,500
Hung from edge to prevent opponent from doing the same.	
Elbow Room	2,000
Bumped into or pushed foes a lot.	
Face Planter	1,500
Always fell face down.	
Floor Diver	1,500
Dropped through floors often (over 12 times in 1 minute).	
Floored	300
Took a lot of damage from floors (over 50% of damage).	
Head Banger	800
Hit walls a lot (three or more times per minute).	
Instant Poser	× 100
Taunted right after knocking down a foe (within 1 second).	
Life on the Edge	× 800
After being hit, grabbed edge without a midair jump.	
Lost in Space	2,000
Frequently magnified (1/4 of time in a magnifying glass).	
Lost Luggage	3,000
Was in magnifying glass on all four sides of the screen.	
Marathon Man	2,000
Ran a lot.	
Master of Suspense	2,500
Surprised the crowd often (three or more times in 1 minute).	
Never Look Back	5,000
Never changed direction.	
No Hurry	1,000
Did not run.	
No R 4 U	300
Did not press the L and R Buttons.	

Related to Actions (continued)

Opportunist	-1,000
Didn't attack for a very long period of time.	
Pose Breaker	× 800
Gave a quick weak attack to a taunting opponent.	
Poser	2,000
Taunted often (six or more times in 1 minute).	
Poser Poseur	× 500
Taunted right after someone else (within 1 second).	
Poser Power	x700
Attacked someone with a taunt.	
Power Shielder	5,000
Used Power Shield often (three times or more in 1 minute).	
Pratfaller	1,500
Always landed face up.	
Punching Bag	100
Got stuck between two enemies and hit back and forth.	
Rock Climber	800
Hung from many edges (four times or more in 1 minute).	
Rock Steady	3,000
Did not fall down.	
Run, Don't Walk	6,500
Did not walk. (Extremely short distance doesn't count.)	
Shattered Shield	× -1,000
Shield was broken by enemy.	
Shield Buster	× 2,500
Broke enemy's shield.	
Shield Saver	500
Dropped shield just before it was broken.	
Shield Stupidity	× -2,000
Broke own shield.	
Skid Master	1,000
Had long stun-slide distance (9 feet or more in 1 minute).	
Spectator	-2,500
Spent a long time on sloped terrain.	
Stale Moves	-2,000
Persistently used same attack.	
Statue	500
Little left-to-right movement.	
Stiff Knees	300
Did not crouch.	
Twinkle Toes	2,500
Succeeded on every attempt to absorb damage.	

Related to Tactics

Bully	-2,000
Always KO'd a particular player.	
Center Stage	2,000
Spent a long time in the middle of the arena.	
Coward	-500
Spent a long time a great distance away from enemies.	
Friendly Foe	3,000
Never pushed an enemy.	
Half-Minute Man	2,500
Beat level within 30 seconds.	
Immortal	5,000
Never got knocked down.	
Impervious	7,000
Didn't suffer a single attack.	
In the Fray	2,000
Average distance between you and foes was very small.	
Merciful Master	3,000
Won without KO'ing anybody.	
Moment of Silence	3,000
Took no damage for 1 minute. (No overlap with Impervious.)	
Pacifist	3,000
Never attacked even once, including misses.	
Predator	-1,500
Attacked only opponents with high amounts of damage.	
Solar Being	800
Left stage only by flying off screen and becoming a star.	
Stalker	-1,000
Always attacked a particular player.	
Switzerland	12,000
Never attacked anyone, never took any damage.	

Related to Scoring KOs

Assisted KO	× 1,500
KO'd a foe with an item.	
Avenger KO	× 2,500
KO'd a foe right after foe KO'd you (Within 5 seconds).	
Bank-Shot KO	× 3,000
KO'd an enemy with a deflected item.	
Bubble-Blast KO	× 1,200
Attacked a magnified enemy and KO'd him or her.	
Bull's-eye KO	× 800
KO'd a foe with a firing item.	
Cheap KO	× 500
KO'd an enemy from behind.	
Dead-Weight KO	× 4,000
KO'd an enemy by throwing another enemy at him or her.	
Double KO	× 2,000
KO'd two enemies at once.	
Hangman's KO	× 2,000
Attacked an enemy who was hanging from an edge for a KO.	
Kiss-the-Floor KO	× 1,000
Threw an enemy onto a damaging floor for a KO.	
KO 64	× 640
KO'd an enemy when the enemy was at 64% damage.	
Poser KO	× 5,000
KO'd an enemy with a taunt.	

Related to Scoring KOs (continued)

Quadruple KO	× 8,000
KO'd four enemies at once.	
Quintuple KO	× 15,000
KO'd five enemies at once.	
Rocket KO	5,000
Sent all team enemies flying off the top of the screen.	
Sacrificial KO	× 1,500
The same attack KO'd both you and your enemy.	
Special KO	× 800
KO'd an enemy with a special attack.	
Star KO	× 300
KO'd an enemy and turned him or her into a star.	
Timely KO	× 3,500
KO'd a foe at the time limit.	
Triple KO	× 4,000
KO'd three enemies at once.	
Wimpy KO	× 4,000
KO'd a foe with a weak attack.	

Related to Being KO'd

Cliff Diver	500
Let go of the edge of a cliff and fell off stage.	
Environmental Hazard	1,000
Got KO'd by a part of the stage environment.	
First to Fall	-1,000
First one to be KO'd after match began.	
Foresight	× 500
Hit the front of the screen.	
Ground Pounded	500
Got KO'd by a damaging floor.	
Quitter	× -1,000
Fell off stage without even trying to recover.	
Shameful Fall	× -1500
At less than 50%, got KO'd by a foe with over 100% damage.	
World Traveler	2,000
Got KO'd off all four sides of the screen.	

Related to the End of a Melee

Angelic	2,000
Was standing on revival platform when match ended.	
Fighter Stance	500
Finished match while taunting.	
Full Power	2,000
Damage at 0% at finish.	
Jackpot	1,110
Damage at end was the same number repeated three times.	
Last Second	5,000
Finished with :01 left.	
Lucky Number Seven	3,000
Finished with :07 left.	
Lucky Threes	3,330
Finished with 3:33 left.	
Magnified Finish	1,000
Ended the match in a magnifying glass.	
Mystic	2,000
Ended match while offscreen.	

Related to the End of the Melee (continued)

Shooting Star	1,500
Ended match as a star.	

Related to Items

Battering Ram	1,500
Used only battering items (three or more).	
Beam Swordsman	× 800
KO'd a foe with a Beam Sword.	
Bob-omb Squad	× 2,500
Grabbed a Bob-omb just before it exploded and wasn't hurt.	
Bob-omb's Away	-500
KO'd by a wandering Bob-omb.	
Bunny-Hood Blast	× 1,200
KO'd someone while wearing a Bunny Hood.	
Capsule KO	× 800
KO'd an enemy with a capsule.	
Carrier KO	× 800
KO'd a foe with a large item carrier.	
Celebi Catcher	8,000
Celebi appeared.	
Chuck Wagon	1,500
Grabbed only throwing items (three or more).	
Connoisseur	3,000
Got every kind of food that appeared.	
Flame Thrower	1,600
Got a 10 combo or higher with the Fire Flower.	
Flipper KO	× 2,000
KO'd an enemy with a Flipper.	
Flower Finish	1,700
Had a flower on head when the match ended.	
Freezie KO	× 2,000
Froze an enemy with Freezie, then KO'd him or her.	
Gardener Finish	2,000
Put a flower on an enemy's head at the match's end.	
Giant KO	× 600
KO'd a foe while giant.	
Gourmet	2,000
Used only food items (three or more).	
Hammer Throw	1,500
Threw the Hammer away.	
Headless Hammer	2,500
Grabbed a broken Hammer.	
Heartthrob	2,800
Got two or more Heart Containers.	
Home Run King	× 600
KO'd an enemy with the Home Run Bat.	
Invincible Finish	× 1,200
Player was invincible at the end of the match.	
Invincible KO	× 800
KO'd a foe while invincible.	
Invisible KO	× 800
KO'd a foe while invisible.	

Related to Items (continued)

Item Catcher	× 1,000
Caught an item thrown at you.	
Item Chucker	3,000
Hit only by throwing items.	
Item Collector	4,000
Got every kind of item that appeared.	
Item Hog	4,000
Got 10 or more different kinds of items.	
Item Self-Destruct	-1,000
Item caused player to self-destruct.	
Item Smasher	3,000
Used only smash attacks with swinging weapons.	
Item Specialist	2,000
Hit only with item attacks.	
Item-less	1,800
Did not use any items.	
Laser Marksman	4,000
Hit with every blast from the Ray Gun until it ran out.	
Mario Maniac	8,000
Used only Mushrooms, Fire Flowers and Starmen.	
Materialist	100
Spent the longest amount of time holding items.	
Metal KO	× 800
KO'd an enemy while metal.	
Mew Catcher	10,000
Mew appeared.	
Minimalist	1,500
Spent the least amount of time holding items.	
Mr. Saturn Fan	3,000
Only item used was Mr. Saturn.	
Mrs. Saturn	1,500
Held Mr. Saturn for 30 seconds or more.	
Mycologist	2,500
Got three or more Mushrooms.	
Parasol Finish	1,600
Was parachuting with the Parasol at match's end.	
Pokémon KO	1,000
KO'd a foe with a Pokémon.	
Reciprocator	× 2,000
Threw an item thrown at you back at an enemy.	
Saturn Ringer	4,000
Caught a Mr. Saturn thrown at you.	
Saturn Siblings	4,000
Got three or more Mr. Saturns.	
Screw-Attack KO	× 2,500
Used a Screw Attack to KO an enemy.	
Screwed Up	2,000
Held Screw Attack for 30 seconds or more.	
Shape-Shifter	1,500
Used only transformation items (three or more).	
Straight Shooter	1,500
Used only shooting items (three or more).	
Super Scoper	2,000
Did 100% damage or more firing the Super Scope.	

Related to Items (continued)

Super Spy	× 800
KO'd someone with a Motion-Sensor Bomb.	
Tiny KO	× 2,500
KO'd a foe while tiny.	
Triple Items	3,000
Got the same item three times in a row.	
Vegetarian	1,800
Got two or more Maxim Tomatoes.	
Warp-Star KO	× 1,000
KO'd a foe using a Warp Star.	
Weight Lifter	1,500
Frequently held heavy items. (Over 5 seconds per minute.)	
Wimp	1,500
Used only recovery items. (3 or more.)	

Related to Weak Enemies

Goomba KO	100
KO'd a Goomba.	
Koopa KO	200
KO'd a Koopa.	
Like Like KO	500
KO'd a Like Like.	
Octorok KO	150
KO'd an Octorok.	
Paratroopa KO	300
KO'd a Paratroopa.	
Polar Bear KO	800
KO'd a Polar Bear.	
ReDead KO	300
KO'd a ReDead.	
Shy Guy KO	20
KO'd a Shy Guy.	
Topi KO	200
KO'd a Topi.	

Related to Rank

Fall Guy	-500
Had the most falls.	
Falls	× -500
Counts each fall. (Self-destructs not counted.)	
First Place	1,000
Got 1st place in a timed match.	
Frequent Faller	-1,000
Had a lot of falls.	
KO Artist	3,000
Had a lot of KOs. (More than 3 and double second place.)	
KO Master	1,500
Had the most KOs. (Not awarded if Artist is earned.)	
KOs	× 500
Counts each KO.	
Last Place	-1,000
Got last place in a timed match.	
Master of Disaster	-1,000
Had the most self-destructs.	
Offensive Artist	2,000
Caused the most damage.	

Related to Rank (continued)

Offensive Master	1,000
Caused the most damage.	
Peaceful Warrior	5,000
Never attacked, but didn't lose the match.	
SDs	× -500
Counts each self-destruct.	
Self-Destructor	-2,000
Had a lot of self-destructs.	
Whipping Boy	-1,500
Trailed in points from the start to the finish.	
Wire to Wire	2,000
Led in points from the start to the finish.	

Related to Completing 1-P Mode

Adventure Clear	50,000
Cleared Adventure Mode.	
All-Star Clear	50,000
Cleared All-Star Mode.	
Classic Clear	50,000
Cleared Classic Mode.	
Continuation	-20,000
Cleared by continuing.	
Melee Master	100,000
Cleared All-Star Mode without recovering damage even once.	
No-Damage Clear	300,000
Cleared all levels without taking any damage.	
No-Miss Clear	10,000
Cleared without losing a single life.	
Speed Demon	20,000
Cleared all levels very quickly.	
Speedster	10,000
Cleared all levels quickly.	
Very-Hard Clear	200,000
Cleared the Very Hard Mode.	

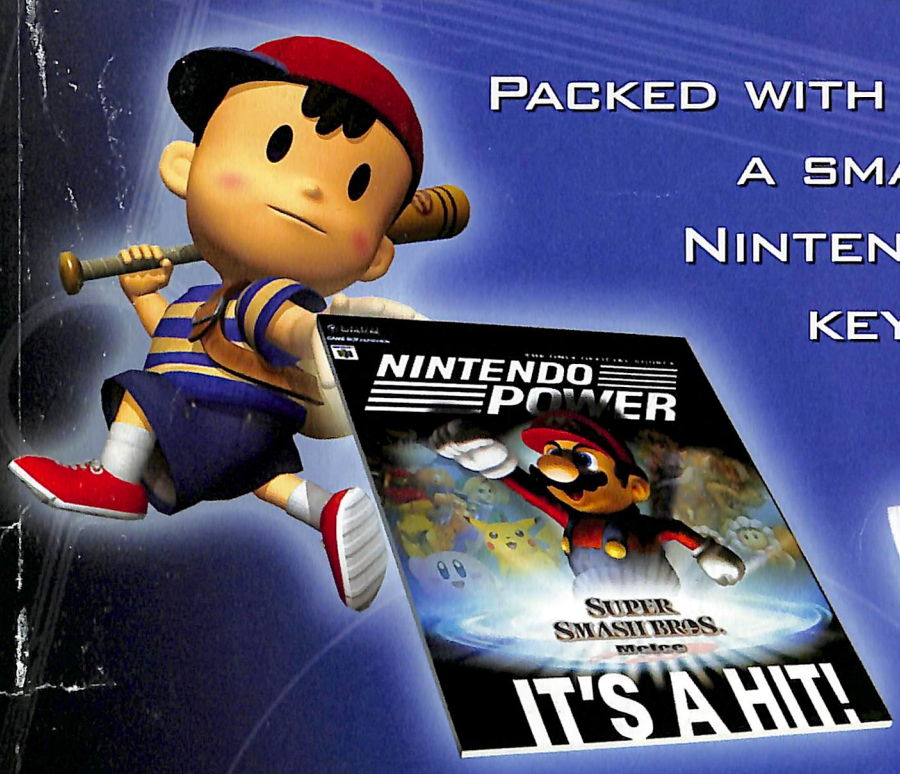
Related to 1-P Mode Enemies

Crazy Hand KO	80,000
Defeated Crazy Hand in Classic Mode.	
Giant Kirby KO	10,000
Defeated Giant Kirby in Adventure Mode.	
Giga Bowser KO	100,000
Defeated Giga Bowser in Adventure Mode.	
Link Master	30,000
Defeated all five Links in Adventure Mode.	
Luigi KO	20
Defeated Luigi in Adventure Mode.	
Metal Bros. KO	8,000
Defeated Metal Bros. in Adventure Mode.	

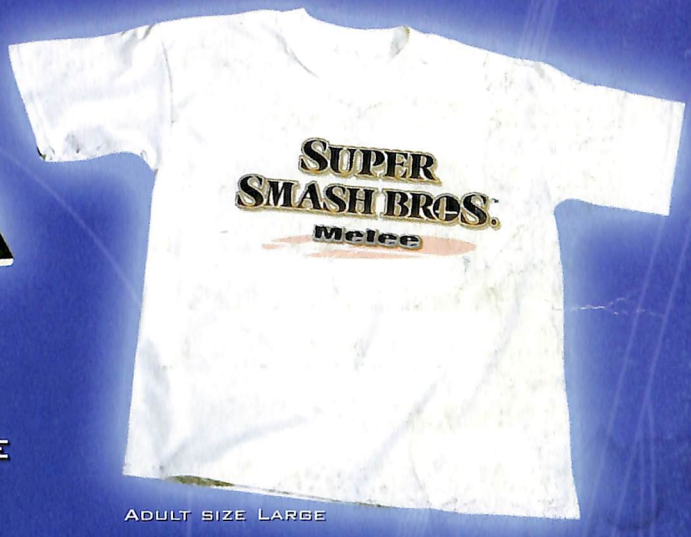
Related to Bonus Stages

Collector	30,000
Snagged all trophies that appeared!	
Hobbyist	1,000
Got at least one trophy before the stage ended.	
Target Master	30,000
Smashed all targets in Target Test!	

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